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Dungeons & Dragons

MIGHTY MAGIC MAYHEM!

MAGIC POLLUTION • CREATURES OF CORRUPTION • CHRONOMANCY

30 YEARS OF DRAGON

Dragon®

ISSUE 350 · DECEMBER 2006

WATCH OUT FOR WEE JAS!

GODDESS OF DEATH AND MAGIC

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DarcKnyght

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Dragon

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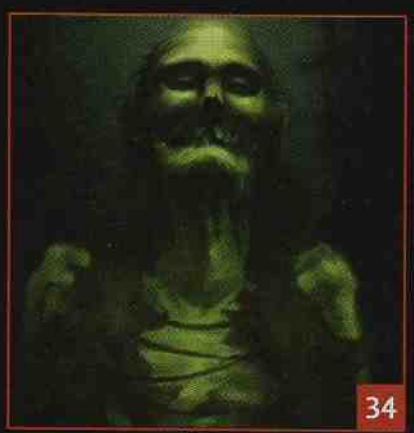

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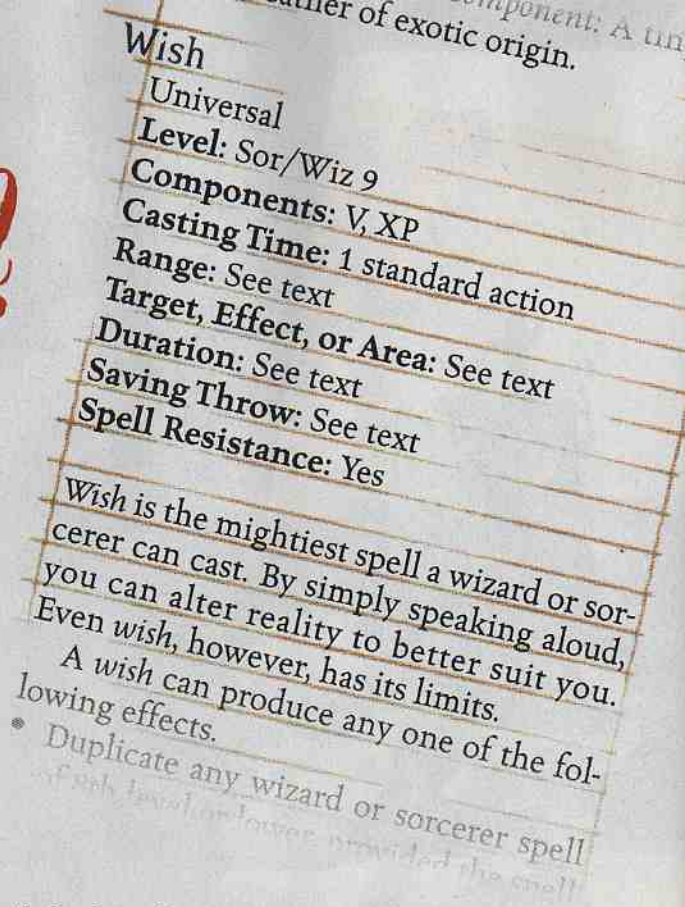
ANY LAST WISHES?

Ptolus is over. Last month the longest-running D&D campaign I've ever been a part of ended in a flurry of *fireballs* and sword thrusts that I'll remember for the rest of my life. I knew I wanted to be a part of the Ptolus campaign the moment I first played D&D with Monte Cook, the author of the third edition *Dungeon Master's Guide* and a good friend. Monte's gaming set-up was like no other I'd ever seen, complete with swords and flails hanging from the walls, spooky candles at Halloween time, and hundreds and hundreds (probably thousands) of painted metal miniatures. Mountains of Dwarven Forge Master Maze resin dungeon tiles marked the ground in front of Monte's DM screen like rubble from a fallen building, and a half-dozen overstuffed bookshelves filled with three decades of game product threatened to tip over upon us at any moment. It was, in the eyes of this die-hard gamer, a little bit like Heaven.

I eventually managed to finagle my way into a seat at Monte's table, a weekly tradition comprising two city-based campaigns that spanned years, finally ending about a month ago, when both campaigns climaxed in a marathon 10-hour session featuring more than 100 painted metal miniatures, exactly 47 fatalities, and a 100% survival rate for all 13 player characters represented by 6 players (me, former DRAGON editor Jesse Decker, Wizards of the Coast Design Manager Christopher Perkins, designer Bruce R. Cordell, and editors Sue Cook and Michele Carter).

The scene of the final evening's festivities was a massive theater with balconies, private boxes, and rows and rows of benches. We were there because we knew that our enemy, the annis hag crime lord Kevris Killraven, was going to try to assassinate rival gang lord (and arch enemy of the party), Menon Balacazar. We wanted to make sure that whatever happened, neither of them left the theater alive. When we arrived at Monte's, he had already drawn out the complete theater on Tact-Tiles. It was absolutely shocking to see exactly 100 painted minis on display (perhaps a third were from Wizards of the Coast's range of prepainted plastics, but the rest were hand-done by Monte and represented only a tiny fraction of his overall collection). The number soon grew to about 130 as various assassins, evil wizards, monsters, and guards appeared on the scene. The most notable arrival was that of Kevris Killraven herself, mounted on a nightmare, along with a beholder and a mind flayer. They were terrifying opponents, but ultimately little match for six professional D&D players who have worked together once a week for several years.

My favorite words uttered by my 11th-level wizard Barbatos during the session, and perhaps in the entire campaign:


Wish
Universal
Level: Sor/Wiz 9
Components: V, XP
Casting Time: 1 standard action
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes
Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even wish, however, has its limits.
A wish can produce any one of the following effects.
Duplicate any wizard or sorcerer spell

"I *wish* for the entity inside my mind to take physical form and attack Kevris Killraven until she is dead, dead, dead!"

That surprised Monte, and the fact that it actually worked made my week. In all my years of playing DUNGEONS & DRAGONS, I'd never had the chance to cast *wish*, the game's most powerful spell. I'd seen it come up a half-dozen times as a Dungeon Master, but I'd never had the thrill of doing it myself. Until that night. The demon I yanked out had been burrowed away in my psyche for the last eight or so levels, equating to about two years of real time.

The demon screamed about how it would get its revenge upon me as it tore and scraped into Kevris Killraven's flesh, but the hag was finally laid low by a hail of arrows from Jesse Decker's archer/cleric Tellian that weakened her to near death, allowing my paladin Zophas to lop off her head with a satisfying swing of the *Ankh of Justice*. Sue's character, Sister Mara, dispatched the enraged demon with a well-placed spell, and Barbatos was at long last free of its malign influence (and, regrettably, its arcane assistance). It was a perfect ending to my favorite session of DUNGEONS & DRAGONS.

Monte's know-how, unbridled creativity, and knack for preparing memorable game sessions forever changed the way I think about D&D. My Monday nights will never be the same. I couldn't have *wished* for a better campaign.

Erik Mona
Editor-in-Chief
erikm@paizo.com

SCALE MAIL

Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

WHERE DOES D&D COME FROM?

I enjoyed reading Gary Gygax's comments in "The Ecology of the Rust Monster" about the game genesis of the critter. Gygax's columns about his old GREYHAWK campaigns got old pretty fast. However, it might be of interest to readers to interview him or ask him to write some columns about the development of D&D: what sources inspired them (for classes, races, spells, other monsters), why certain choices were made (e.g. "Vancian" magic), what he thinks they got right the first time, what he would have done differently now, what plans were cut short by his exit from TSR. If you are looking for more monsters to feature, there were some types of Lower Plane nasties in the Gord books that never made it into D&D.

Grant Deyoe
El Segundo, California

As the co-creator of the D&D game and DRAGON'S *original publisher, Gary's insights are always welcome in these pages, whether he wants to talk about his Greyhawk campaign, the origins of the rust monster, or anything else related to* DUNGEONS & DRAGONS. *We'll keep your suggestions in mind next time we ask him to contribute to the magazine.*

AWESOMENESS SCHEDULED TO CONTINUE

I love DRAGON magazine. A friend of mine introduced me to it last year and let me go through his huge collection of them and it convinced me to get a subscription. One of the reasons that I loved DRAGON magazine so much was because it seemed like every issue or so had at least one prestige class or sometimes even a whole new base class in it. Now that I have a subscription it looks like those chunky bits that I loved have gone a bit to the wayside. I still love the Ecology and Bazaar of the Bizarre sections and all of the fiction as well as everything else stuffed in there every month but one thing I was really hoping for in #347 was an elementalist base class. That's something I've never seen in any official publication and would love to see printed by you guys. Other than that, issue #347 was great in every other aspect and I'm looking forward to your guy's great work in the future.

Keep up the awesomeness.

Josh W
Via Email

Our friends over at Wizards of the Coast have been producing so many base classes lately that we've cooled off on them a little in favor of in-depth articles such as the Demonomicon of Iggwilv, Core Beliefs, and the like. Our Class Acts column often contains tips on customizing characters, and I wouldn't be too surprised to see more on elementalism in the future.

NONE MORE BLACK

Why settle for a 2-dimensional cover painting when you can terrify your players with the real thing? The Sorcerer on Black Dragon repaint is still available in limited supplies. Subscribers can still get one for $9.95 at **paizo.com/blackdragon.**

YOUNG PLAYERS NEEDED

I'm 11 years old and I can't seem to find many people to play with my age. I just recently started playing due to my mom's obsession with fantasy. She gave me *The Cleric Quintet* and I can't put Salvatore down. Anyway, I'm straying away from the subject. What do you recommend that I do? I do think it would be good if you would include more info for beginning players. You could do an article every month about a city from Faerûn or Eberron. It'd be interesting. I love Calimport and its wererats. Can you help me?

Jonah Uhryniw
Via Email

My best advice for anyone looking for a game—from age 11 to 111—is to get involved with your local RPGA Network club. Many players who came to the game during the first edition era now have children of their own, and kids about your age are starting to appear at some of the larger conventions (many of which feature youth programming). I suggest getting your mom to host a D&D party for kids, perhaps at a local game store. Many stores have bulletin boards to help players find each other, which might be a good way for parents of gamer kids to find each other. Back when I was in school, all it really took was bringing the books to recess and showing the other kids. Most 11-year-old boys seem to be interested in monsters and magic, or at least they were back in 1986. If all else fails, pass along those

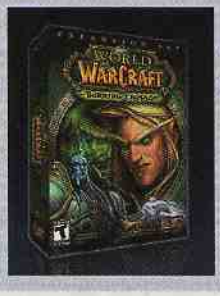
ONYXIA'S LAIR CONTEST

DRAGON TALK

As any *World of Warcraft* player knows, it takes more than one knight in shining armor to kill a dragon—it takes a forty-man raid decked out in epic gear. With the release of *The Burning Crusade*, the first major expansion to *World of Warcraft*, Upper Deck Entertainment (**upperdeck.com**), Blizzard Entertainment (**blizzard.com**), and *Dragon* magazine want to give you a chance to take on the dragon Onyxia, one of the biggest and baddest villains in all of Azeroth. By participating in the Onyxia's Lair contest, you're put in the running for a *World of Warcraft* prize package including:

- A collector's edition copy of *World of Warcraft: The Burning Crusade.*
- A *World of Warcraft TCG Onyxia's Lair Raid Deck.*
- A box of *World of Warcraft TCG* booster packs.

All you have to do to enter is send an e-mail titled "Onyxia's Lair" to **contest@paizo.com**, along with your name and mailing address, by January 15th. In our April issue, #354, we'll announce the winner and send the prize package off to one lucky participant. So, just write in and take your chance to finally face down Onyxia without having to get your whole guild involved!



Salvatore books to other kids in your class and see if they light their imaginations the same way they have yours. Good luck!

D&D GOT ME INTO GRAD SCHOOL

Erik Mona's editorial about D&D improving one's vocabulary was very resonant for me, which may seem a little odd, considering I'm a graduate student in Computer Science. However, an enhanced vocabulary isn't just useful professionally, but academically as well. Applying to graduate school includes taking at least one incarnation of the Graduate Record Exam (GRE), which is basically a more difficult SAT or ACT. The core GRE exam is divided into three sections: mathematics, vocabulary, and essay writing. Students in the sciences frequently score substantially lower in the latter two categories because, well, calculus texts and software documentation are hardly a font of new and interesting words.

Yet, when preparing for the GRE, I quickly discovered that most of the hard "GRE words" were quite familiar to me, many via D&D. Terms as mundane as constitution and melee are apparently aberrant in the layman's lexicon. An augmented vocabulary isn't just useful for professional editors, or those studying English or journalism, but anyone facing the daunting task of taking standardized exams. Thanks in no small part to D&D, I was able to nail all three sections of the GRE and ultimately, choose from a host of excellent graduate schools.

A firm command of English continues to prove very beneficial. Being able to communicate one's ideas clearly and effectively is as important as coming up with those ideas in the first place. I'm glad that someone who appreciates D&D's linguistic value is at this fine publication's helm, and I hope that other players out there are garnering as much benefit from D&D's exotic dialects as Erik and I have.

Nels Anderson
Vancouver, BC

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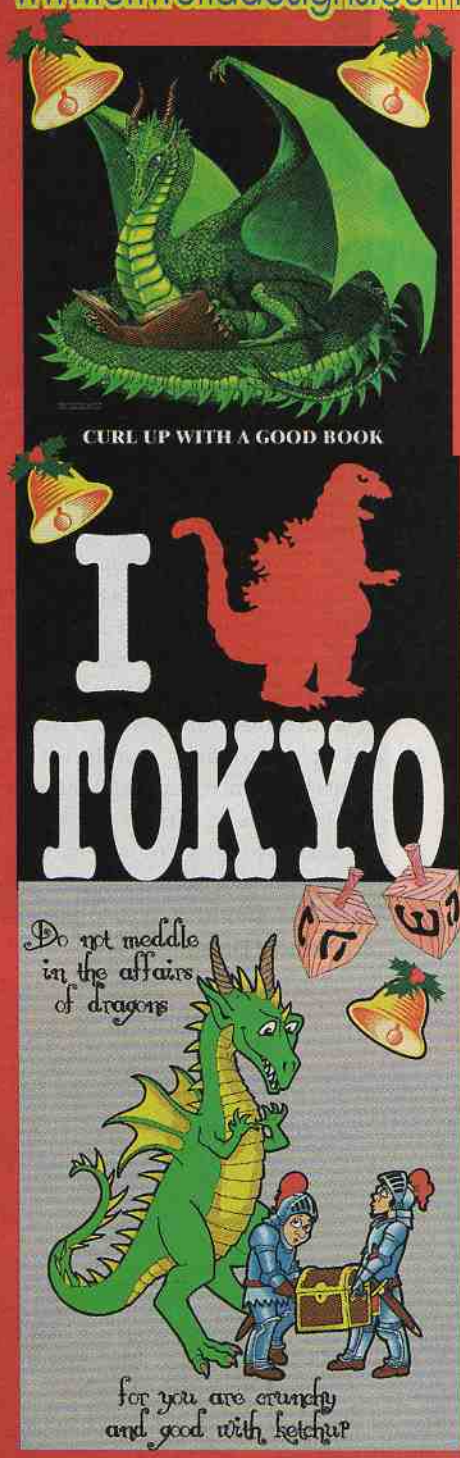

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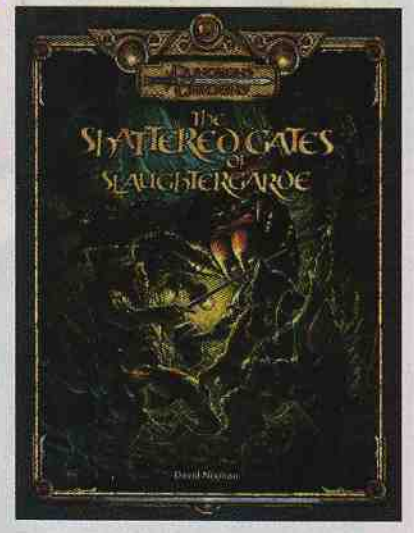
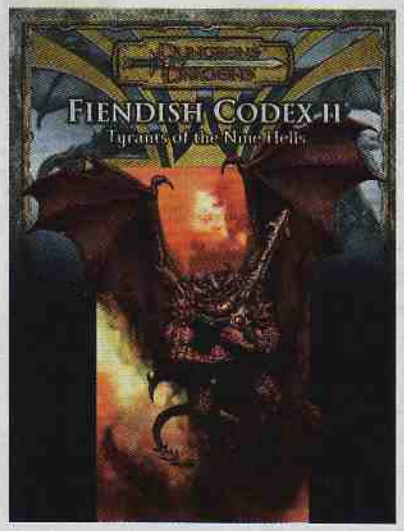
NEW RELEASES



Long ago, the demonic stronghold of Slaughtergarde was destroyed, but its infernal taint has not rested quietly. In *The Shattered Gates of Slaughtergarde*—a low-level companion adventure to *Scourge of the Howling Horde*—the PCs must prevent the reactivation of Slaughtergarde's other-worldly gates. Designer David Noonan says he created this adventure "for a DM who wants to get up and running quickly, but who wants to do improvisations. I intentionally built in a lot of room for side missions and changing encounters." With a new format and numerous options, the adventure is written for both new and experienced DMs alike.



Fiendish Codex II: Tyrants of the Nine Hells "sheds uncomfortable light on the baatezu," says designer Robert J. Schwalb. Along with Robin D. Laws, *Fiendish Codex II* twists the mechanics of Hell into new spells, feats, and approximately twenty devils covering a range of CRs. "Everything is geared toward fighting or bargaining with devils" Schwalb adds, making the book useful for players as well as DMs. Just as *Fiendish Codex I* did for the Abyss, this infernal tome exposes every sizzling layer of Hell, describing some of the vilest locations and residents of the Multiverse, drawn from first edition, PLANESCAPE, and beyond.

The newest in the Fantastic Locations series, *The Frostfell Rift* features the illuminating cartography of Jason Engle on two double-sided 21-inch by 30-inch battle maps. Presenting Hailstorm Tower, the Caves of Chaos, the Black Library, and the titular Frostfell Rift, the set is designed with both *D&D Miniatures* and—with the included adventure—D&D roleplaying in mind. "Unlike the adventure booklets in previous Fantastic Locations installments, the encounter booklet in *The Frostfell Rift* presents several stand-alone encounters set at different levels of play," Design Manager Chris Perkins tell us. After all, great maps make great adventures.

NEXT MONTH IN DRAGON #351

The World Serpent Inn

by Wolfgang Baur, Eric L. Boyd, James Lowder, et al.

Explore the planar enigma of the World Serpent Inn, an ever-changing festhall and flophouse unfettered by reality. This year, the World Serpent Inn revisits several past campaign settings, including:

GREYHAWK: Visit the fortress-port of Irongate and face the horrors that crawl beneath its deepest mines.

DARK SUN: Throw in your lot in a war over the secrets of the desert's depths.

RAVENLOFT: Reveal the shadowy new darklord of Lord Soth's former realm.

Along with stops in AL-QADIM, DRAGONLANCE, PLANESCAPE, and beyond.

Ecology of the Isle of Dread

by Jacob Fazier

The Isle of Dread explored! Read the journal of Larissa Vanderboren and retrace her adventures. Includes a free player's poster map of the Isle of Dread!

Plus

New monthly FORGOTTEN REALMS and EBERRON features, Class Acts, Scale Mail, Sage Advice, Savage Tidings, and comics, including the Order of the Stick.

reported by Shelly Baur, William Christensen, Cosmo Eisele, Mike L. Fiegel, and Edward Bolme

ANIMAYHEM!

The same collaboration that released the *Anima: Beyond Fantasy* roleplaying game takes the next step this month with *Anima Tactics*, a new miniatures game set in the Anima fantasy universe. As with *Anima: Beyond Fantasy*, *Anima Tactics* features manga art from some of the best-known illustrators of video games and animated series alike. Each player commands a small party of two to eight characters, each complete with unique stats, special abilities, and backgrounds. "The game play is very quick and dirty," said Kai Nesbit of Cipher Studios. Rather than moving all of their characters at once, players move only a single character per turn. Starter sets are available now, including two character minis and other game accessories. Find out more at Anima Studios (**animarpg.com**) and Fantasy Flight Games (**fantasyflightgames.com**).

PANDORA GOT OFF EASY

The recent silent film adaptation of "The Call of Cthulhu" garnered rave reviews for its "realistic" feel and historical touches. Now, the H.P.L. Historical Society (**cthulhulives.org**) is releasing a replica of the Angell box from the film. Unlocked with a custom key, the incredibly authentic-looking black steel box contains more than eighty-five movie-prop-quality documents—news clippings, postcards, books, a nautical chart, and more—encompassing more than two-hundred pages of material that together retell "The Call of Cthulhu" in its entirety.

"Every document described by Lovecraft in 'The Call of Cthulhu' is recreated in painstaking period detail," said Andrew Leman of the H.L.P.H.S. "The telegrams are printed on actual vintage Western Union paper, and the magazine articles are replicas of actual occult magazines of the 1920s."

COLBERT AT GEN CON?

It could happen, if Peter Adkison gets his wish... and you give him a hand.

It's no secret that Stephen Colbert is a gamer at heart; he's talked about DUNGEONS & DRAGONS and *The Lord of the Rings* on *The Colbert Report*. Now, one of the biggest names in gaming wants to be his friend, and he wants you to help him get Stephen Colbert to visit Gen Con Indy in 2007.

Gen Con owner Peter Adkison is the man behind **iwanttobestephencolbertsgamerfriend.com**, a website featuring a video appeal to Stephen Colbert to, well, be his gamer friend. The site presents a long list of gaming credentials, but cautions Colbert that his 23rd-level wizard "might want to stay in the city where it's safe" if Adkison is his Dungeon Master.

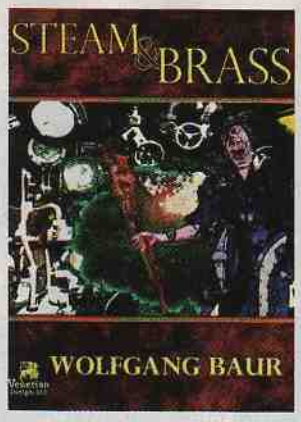
"So far, no response from Stephen," said Adkison. "Tell DRAGON readers to write in urging him to come to Gen Con Indy next year!"

THE GIFT OF GAMING

Swiftly becoming a holiday tradition, Child's Play, web-comic Penny Arcade's (**penny-arcade.com**) annual gamer-driven charity, returns for its fourth year. In 2005, Child's Play raised more than $600,000 worth of toys and video games for children's hospitals across the United States, Canada, and Britain, along with sponsoring John Hopkins's Project HOPE study—research into the benefits of giving kids undergoing surgery video games to play. To find out how you can participate or have your donation sent to a hospital of your choice, please visit **childsplaycharity.org.**

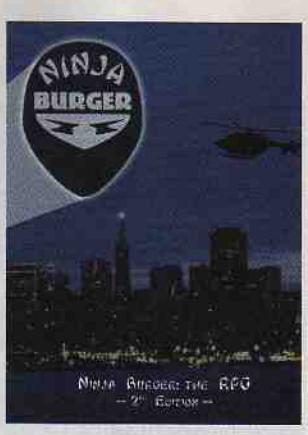
IN FOR 20 WARHORSES

It's not easy to balance a rider mini on a mount... unless that mount is a *ConflictChip* (**conflictchips.com**). These poker-chiplike tokens mark the locations of Large creatures—horses, flying mounts, and more—on your game board, allowing you to put a riding mini right on top. The front side of a *ConflictChip* shows a full-color illustration of the creature that the chip represents, while the back has abbreviated stats. They're far cheaper than metal miniatures, made to the same standard as most professional poker chips, and, best of all, don't require painting. The first two sets are available now with more on the way.



PATRON OF THE ARTS

After the success of *Steam & Brass*, Wolfgang Baur is back at it, working on another adventure customized directly by his patrons. By signing on, you'll lend your influence to the adventure's design—choosing monsters, levels, and paths. "Constant patron feedback challenges me to do great work," says Baur. As the adventure takes shape, you'll have access to ongoing design "liner notes," insights from fellow patrons, and you can even lend your talents to the mix if you want. In the end, you'll receive the adventure or sourcebook you shaped. Find out more and join in at **wolfgangbaur.com.**



NINJA BURGER, TO GO

Six years ago, *Ninja Burger* (**ninjaburger.com**) emerged from the shadows, establishing itself as a premiere ninja-run fast food chain. Soon after, it was turned into an RPG, a popular card game and supplement from Steve Jackson Games, and an official *Employee Handbook*. The 2nd Edition of the *Ninja Burger RPG* (using the award-winning PDQ ruleset from Atomic Sock Monkey Press) expands the Ninja Burger world with ninja careers (such as Chefs, Drivers, and Deliverators), an all-new ninja magic system, and more. Currently available in PDF and print-on-demand formats, it should be available in stores now.

THIS MONTH IN DUNGEON #141

The Sea Wyvern's Wake

by Richard Pett

It's time to bid farewell to the city of Sasserine as the PCs board the *Sea Wyvern* for a 3,000 mile voyage south into the uncharted waters of the Vohoun Ocean. Their destination: the Isle of Dread. A Savage Tide Adventure Path scenario for 5th-level characters.

Swords of Dragonslake

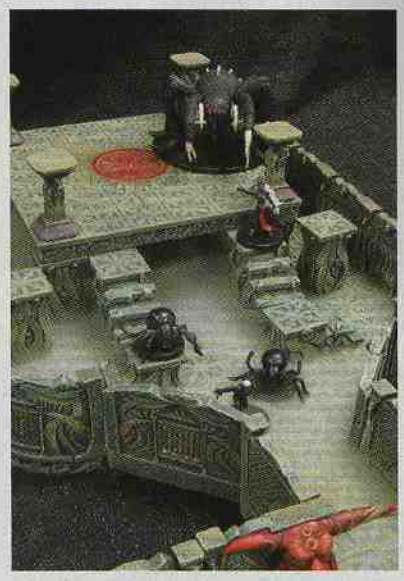
by Nicolas Logue

Scandal has struck the theater circuit of the city of Talantier! Ancient betrayal, murderous plots, and a plethora of suspects plague the PCs as they race to unravel the mystery before its bloody conclusion plays out on the stage. A D&D adventure for 12th-level characters.

Vlindarian's Vault

by Johnathan M. Richards

A missing dragon and a stolen artifact lead the PCs to a treasure vault hidden deep in the Elemental Plane of Fire—a vault operated by an insane beholder and his crazed cult of loyal fanatics. A D&D adventure for 18th-level characters.

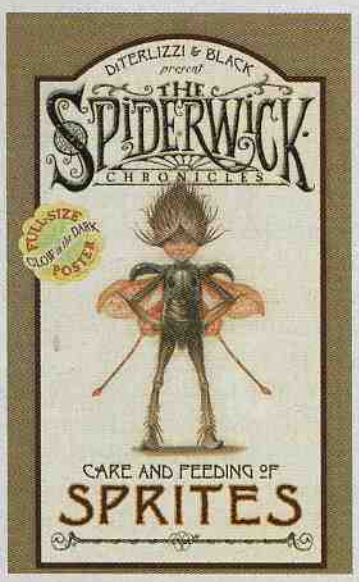


GET WICKED

Evil just got a bit more... well, wicked. *Den of Evil: Wicked Additions* presents the first expansion from Dwarven Forge for their limited edition *Den of Evil* set. It features several sinister-looking new floor tiles, curved walls, demonic pillars, a fearsome grand entryway and more, all made from hand-painted durable polystone. "The set includes a jaw-dropping raised platform with a cool removable lid that hides a dark secret below," said Dwarven Forge president Jeff Martin of the unsettling Well of Souls piece. "It will give any dungeon room a very sinister feel." The *Den of Evil: Wicked Additions* set is only available at **dwarvenforge.com**.

PEN AND PIXELS: FALLOUT D20

In the 21st century, nuclear war devestated the world and modern civilization came to its end. All that remains is a wasteland populated by ghouls, mutants, slavers, raiders, and powerful political organizations bent on control. This is the world of Glutton Creeper Games's (**gluttoncreeper.com**) *Fallout Pen and Paper*, a d20 roleplaying game based on Interplay's (**interplay.com**) popular *Fallout* computer RPGs. "Everything *Fallout* is represented in this book, from the creatures (like the deathclaw), to karma (which is based off of action points)," said John Wyatt of Glutton Creeper Games. The *Fallout Pen and Paper: d20 Guide* releases this month.



CARE AND FEEDING OF SPRITES

PLANESCAPE and *Changeling* visionary Tony DiTerlizzi and author Holly Black return to the fanciful world of their bestselling children's books, the *Spiderwick Chronicles*, with a comprehensive tome of sprite lore and detailed illustrations. "I am really excited about the National Geographic-inspired fold out poster showing the various sprite species and their bioluminescent organs... it's pretty cool when you turn off the lights!" hints DiTerlizzi. Written for ages seven and up, *Sprites* is whimsical without being cloying or cutesy. You can find out more about *Sprites* and the world of Spiderwick at **spiderwick.com**.

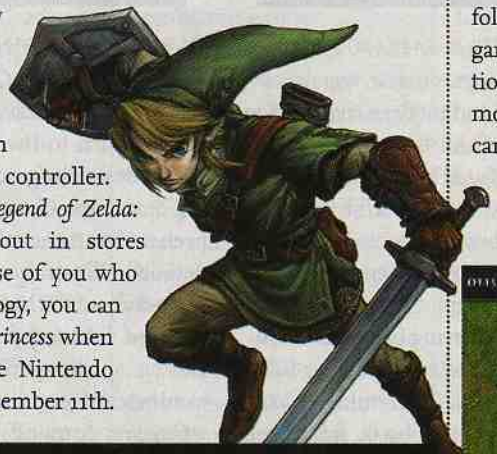
MASTERWORK MONSTER MINIATURES

Final Fantasy Master Creatures, the newest line of collectible fantasy figurines from Kotobukiya are available now, showcasing five infamous villains and monsters from the popular Square-Enix video game series. The figures are each six inches tall (the perfect size for Huge D&D villains) and are intricately sculpted in both PVC and translucent materials. Check out **kotous.com** for other creations from *Star Wars*, *Shadow of the Colossus*, and beyond.

THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Set the pen and paper aside for a moment to take up the sword and shield. Link returns in his latest adventure, the Nintendo Wii launch title, *The Legend of Zelda: Twilight Princess*. This long-awaited sequel to 2003's *Legend of Zelda: The Wind Waker* shows us a darker and more grown-up side of the Nintendo icon as Link finds himself sporadically transformed into a wolf as he fights his way across a darkened Hyrule.

As a title for the newly released Wii, *Twilight Princess* takes full advantage of the system's innovative "remote" and "nunchuk" controllers. Players can guide Link's sword and shield themselves by slashing with the remote, or use it to draw and aim Link's bow and arrow. Listen closely and you'll even hear the creaking draw of the string and the woosh of a fired arrow issuing forth from the speaker in the controller.



Look for *The Legend of Zelda: Twilight Princess* out in stores now. And for those of you who fear new technology, you can pick up *Twilight Princess* when it releases for the Nintendo Gamecube on December 11th.

POX NORA

Pox Nora, a new online game from Octopi, throws you into a world of fantasy combat similar to *D&D Minis*. The rules are chesslike at the basic level. Your opponent has a shrine: destroy it. It's that simple. Or is it?

To fulfill your goal you have a number of runes. Runes are creatures, spells, and magical artifacts, which you order into battle against your online opponent. These runes stay with you after each battle and even level up, allowing you to customize the perfect warband.

Pox Nora is intrinsically multiplayer, letting you play with folks anywhere right over the internet. At its basic level, the game is free, although there are options for purchasing additional runes. Octopi promises a new expansion pack every month and is already discussing the addition of multiplayer campaigns, tournaments, multi-language support, and a rune trading system. With numerous familiar monsters and spells, you can find the complete game at **poxnora.com**.

WEE JAS

BY SEAN K REYNOLDS

Special thanks to Glenn Vincent Dammerung

illustrated by Andrew Hou • cartography by Robert Lazzaretti

Wee Jas is the sage of the arcane, guardian of the afterlife, and the enforcer of the rules regarding such things. She also is a love goddess—queen of a realm that has no rules. Belittled by some as a lesser counterpart to Boccob and an inferior rival to Nerull, Wee Jas is actually one of the most powerful deities of Oerth. She watched over the Suel study of magic at the height of their empire and soothed them after the near-genocide of their empire's fall. Through her, one can understand the world, the afterlife, and the intricacies of the human heart. Her energy is the legacy of the Suel people, her determination the source of their will to survive against great adversity. To her worshipers she is the cool touch of a mentor, the hot grasp of a lover, and the warm embrace of a soft bed after a long journey.

SEAN K REYNOLDS

CORE BELIEFS: WEE JAS

THE BASICS

Wee Jas is a lawful neutral deity with some tendencies toward lawful evil. Most of her clergy are lawful neutral; of the remainder, lawful evil slightly outnumbers lawful good. Formal priestly attire is a full-length robe in gray and black, hooded but with the hood drawn back to reveal the wearer's head, usually accented with jewelry. Ornaments involving skulls and gems are common. In addition to the ceremonial dagger, many carry staffs. Adventuring clothing is a simpler version of the formal garb. Her symbol is a skull superimposed on a burst of fire, or sometimes just a red skull. She is called the Witch Goddess, Ruby Sorceress, Stern Lady, and Death's Guardian. Her realm is on the plane of Acheron, where she maintains the stronghold called Patterned Web on Tintibulus as well as the Cabal Macabre on the layer Ocanthus. Her portfolio is magic, law, death, and beauty (vanity). She is mainly worshiped by Suel humans, particularly arcane spellcasters. Her domains are Death, Law, and Magic. Her favored weapon is the dagger.

Wee Jas (WEE jas) is a timeless Suel power, eternally young and respected by all Suel who have any interest in their heritage. She represents magic (whether spellcasting, creating or using items, or its effects in general), the finality of death, love, and the natural laws that govern these things (or in love's case, its lack of such laws). As the goddess of magic for a long-lived magical empire, Wee Jas has been a constant fixture on Oerth, and people of all cultures recognize her might and symbols, even though her own worshipers might not fully understand her.

Wee Jas is a powerful goddess and is used to getting what she wants. She insists on things being done her way, as she knows best. This self-assurance, coupled with her often-misunderstood aspect as a love goddess, has led many to call her the goddess of vanity. Her long-running affair with the chaotic deity Norebo only shows that love breaks boundaries and operates without rules, and that she will get what she wants even if she has to compromise her own principles.

Wee Jas is always depicted in religious art as a stunning Suel woman wearing a beautiful and elaborate gown, often surrounded by a sphere of magical light. When she sends visions of herself to worthy worshipers her gown might instantly change its appearance several times. She never disguises herself as anything other than a beautiful woman, although she has been known to take the features of another humanoid race. She might appear short or tall, slender or buxom, youthful or mature. She usually displays her symbol (a skull in front of a fireball) as a piece of jewelry such as a necklace, brooch, or ring, although some of her more elaborate gowns might themselves be a motif of skull and flames. Wee Jas has no sacred animal, although she is sometimes accompanied by constructs or magic items in the shapes of animals (such as a *figurine of wondrous power*). A few temples are lucky to have one such a construct as a gift from the deity herself.

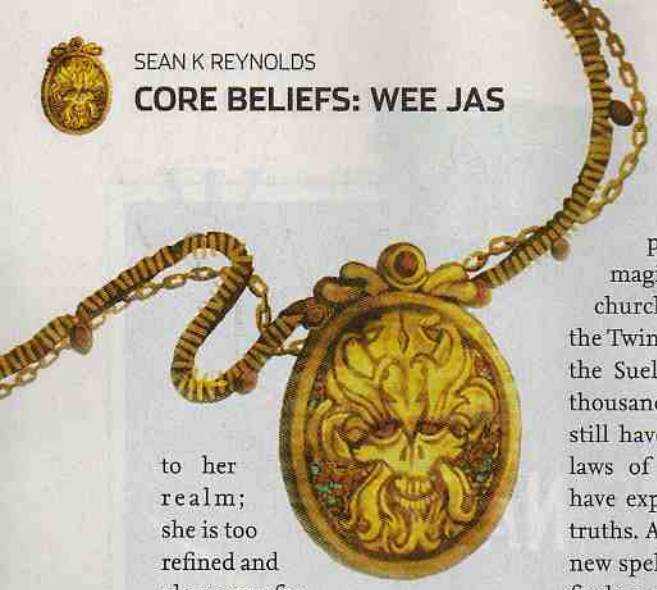
Although her portfolios would seem to put her at odds with other powerful entities, her wisdom and strict adherence to her domain of influence has kept them on peaceful terms or at least safe at an arm's length. Boccob is outside the Suel pantheon and is focused on preserving the magic of Oerth, leaving Wee Jas free to manage its practical, creative, and aesthetic aspects. Nerull is a Flan deity and therefore of limited influence over the souls of devout Suel, and in any case she makes it clear that he is a god of killing and murder while she is more a steward of the afterlife. With this division, their portfolios complement each other rather than compete. Although the Oeridian god Pholtus claims to be the absolute authority on law and the natural order, he is from another pantheon and Wee Jas focuses most of her attention on the laws of magic and death, which are outside his purview. Finally, the love-goddess Myhriss is Flan rather than Suel and is not significant enough to be a threat to Wee Jas. Thus, she is the patron goddess of four powerful portfolios, yet her control of them is all but uncontested. This skill at balancing great power among many rivals is rare, and it might indicate that one day she will "transcend" Oerth and extend her influence to other Material Planes.

Wee Jas is the mistress of magic. While Boccob might have every spell recorded in his Library, the Witch Goddess actually knows all of them without needing to refer to books. Thus (despite her lawful alignment) she is the patron goddess of most Suel sorcerers, who see their innate knowledge and ability as a manifestation of the Ruby Sorceress' blessing. Her magic aspect is practical rather than benign, amoral rather than compassionate. If a master wizard's spell requires a human heart, no magical custom should stop the wizard from taking it (although Wee Jas supports the rule of law; the wizard should not simply murder someone for the heart, and should instead buy or trade for it legally). This means that mages who venerate Wee Jas can be dangerous, but in civilized lands they can be expected to follow the rule of law, and your typical commoner is not at risk of magical experimentation against his will (slaves are property, however, and are not subject to these protections).

As the Suel death goddess, she is both the lady of the portal between worlds and the guardian of those who have passed on. She is not a grim, cackling specter of death, stalking the night to add a few more souls

SEAN K REYNOLDS

CORE BELIEFS: WEE JAS



to her realm; she is too refined and glamorous for such base activity. Instead, she teaches that death is part of the natural order of things, one of the laws defining mortal existence. She welcomes all who come to her in death regardless of status, and keeps them safe in the afterlife. Her focus is on the spirits of the dead, not their bodies, and thus she tolerates necromancy—especially if the subject is willing (although she frowns on stealing lawfully-buried bodies). Because she guards the souls of the dead, she is displeased when these spirits are involuntarily summoned back to the mortal world and corrupted into undead (again, voluntary conversion into undead, bodied or bodiless, does not disturb her). Her belief in the sanctity of death is so strong that her clergy are forbidden from raising the dead by any means without first consulting with her (whether directly via *commune* or indirectly through a divine messenger). She frequently forbids the raising of neutral creatures and usually forbids the raising of chaotic beings. A cleric who goes against her wishes on this might face a variety of punishments ranging from the loss of spells to a divine agent sent to set matters right.

Her aspect as goddess of law stems from the need to define and control magic, whether by instinctive awareness of how it operates or intensive study and research. Many Suel historians believe the early Suel people first learned the laws of magic and used this knowledge to create a code of human laws that helped their society prosper and grow to a great magical empire. Although most church records were destroyed in the Twin Cataclysms that devastated the Suel and Baklunish empires a thousand years ago, older temples still have fragments of the ancient laws of mankind and magic and have expanded or rediscovered old truths. A wizard wishing to create a new spell or a politician wanting to find precedent for a law should consult with such a temple to save time and effort. This ancient law-legacy is part of the reason why Wee Jas is so strict; she has been doing this for a very long time, the laws have proven themselves time and again, and none understand them better than she. Even her father (Lendor, creator of the Suel pantheon, lawful god of time) bows to her knowledge of the laws of the mortal realm, reserving for himself only the grand ordered fabric of time itself as something outside her portfolio.

Although usually overlooked, Wee Jas is a love goddess. As her people developed a powerful noble class and a rich heritage in magic, the choice of a bride for heirs became very important in terms of political standing, magical potential, and familial alliances (all things very closely related to the rule of law) as well as acquiring a beautiful companion to appease the male ego (which has little to do with the rule of law). Arranged marriages were a common practice, with the newlyweds expected to "grow to love one another," or at least develop some sort of affection for each other (or barring that, to do what is expected of them and keep their extramarital affairs discrete). Thus, Wee Jas is the patron of arranged marriages, slow-developing ardor, and dowries. At the same time, she carries a hot-burning torch for the god Norebo, a chaotic scoundrel with no respect for law and order or most of what she stands for. This passionate affair represents the unruly side of love, and makes her the patron of the torrid affair, the whirlwind romance, a beautiful peasant girl's ability to turn a young nobleman's head, and the aspirations of a portrait artist who falls for the noble's daughter who he is commissioned to paint. Her dual aspect means she is called upon to bless both political marriages and elopements. Combining these two aspects of love defines Wee Jas as the patron of star-crossed lovers, unrequited love, and those who die of a broken heart—again, linking to her death aspect.

Bound by millennia of tradition, Wee Jas is slow to change and careful when she decides to take action. Temples of the Stern Lady do not start crusades, nor are they quick to appease anyone who appears to be stronger than them. They watch and wait, acting in haste only when faced with great danger. Her church is slow to gain numbers but slow to lose them as well, and it has remained relatively stable in population for several hundred years.

Because her death and magic aspects are rather amoral, Wee Jas herself is considered neutral with tendencies toward evil. This is not because she wishes harm toward innocents, but more because of her stance that those who are exploited or powerless allow themselves to be so, and if some use the rule of law to better themselves at the expense of others, so be it. After all, the rules are there for everyone to use, and if you choose to do nothing about your situation then it is no one's fault but your own.

Followers of the Witch Goddess (who are called the Jasadin) usually carry a dagger even if their main weapon is something larger. A dagger is part of many magical rituals and is easily concealed in clothing (even an elaborate evening gown may have a slender dagger sewn into it or disguised as an ornament), and dagger duels between rival nobles were common in the old Suel Empire. Because of these influences and its

HOLY TEXTS

While most holy texts penned by the clergy of Wee Jas read like books of laws, others are metered more in the style of sonnets or love poems. The following two examples represent just a fraction of known works.

The Abominable Devastation: This short text is considered a heresy by most of the church and was excised from most religious libraries hundreds of years ago. Today it persists only in private collections and secret forbidden temple libraries. It says that when the ancient Suel Empire cast the Invoked Devastation upon its Baklunish enemies, doing so violated some great and terrible rule of magic, which angered Wee Jas. As punishment for this abomination of magic, she caused the magical defenses of the Suloise to fail as the Baklunish brought the Rain of Colorless Fire down upon them, and the Suel Empire fell. Further evidence of her displeasure is the long struggle the Suel had in the following centuries, culminating with the rise of the Oeridian people over most of the Flanaess. Critics who know of this document point out that while the goddess might occasionally be petty, she is rarely vindictive, and it is not likely that she would allow the deaths of hundreds of thousands of her people for a mistake made by a handful.

The White Book: This tome describes the funerary and death customs of the Suel people. At more than a hundred pages long, it details what to do with the body of a noble as compared to a commoner, prayers to make at a funeral for a worshiper of each of the Suel deities (and one for when the deceased's deity is unknown or there was none), dealing with fragmentary remains or a missing body, and so on. Almost any circumstance of death or the person's status in life is referenced in the book. Although most of these customs have been forgotten, they are all still valid and Wee Jas considers them proper and lawful. Backed by these prayers and rituals, it is possible to guarantee a corpse will not rise as a vampire, its spirit will not return as a vengeful ghost, or it won't wander in the afterlife, and so on. The only obstacle to their effectiveness is translating the book (the best and oldest copies are in ancient Suel, with more modern translations sometimes losing important nuances) and the time needed to perform the ritual or prayer.

ease of use, the dagger is Wee Jas's favored weapon. Some clerics' holy symbols are actually bejeweled daggers bearing the goddess' icon, worn around the neck on a thin chain in case it is needed for combat. Magical daggers are of course prized by the faithful.

Services to Wee Jas include sincere flattery of her (directed at an image of the goddess), offerings of fine clothing and gems, and the presence and movement of small magical fires. Clerics are called upon to arbitrate legal disputes, negotiate dowries and marriage contracts, bless weddings, give advice on magical problems, research and create new magic, patrol the graveyards of the wealthy, and administer funerals. Senior members often use their powers to fortify their chosen temple and home city. Unsurprisingly, the church has a strict hierarchy, and clerics of lower rank are expected to defer to those of higher rank in all things (character level only plays a small part in these rankings, and it is possible for a veteran adventuring cleric to be outranked by a savvy cleric of much lower level). Refusal to submit can have political repercussions throughout a temple, and a senior cleric has the option to report these infractions to the goddess, who might mete out a form of divine punishment. Of course, a ranked cleric can only ask so much of a lower one; unreasonable exercise of power for the sake of humiliating another serves no purpose and is a waste of effort.

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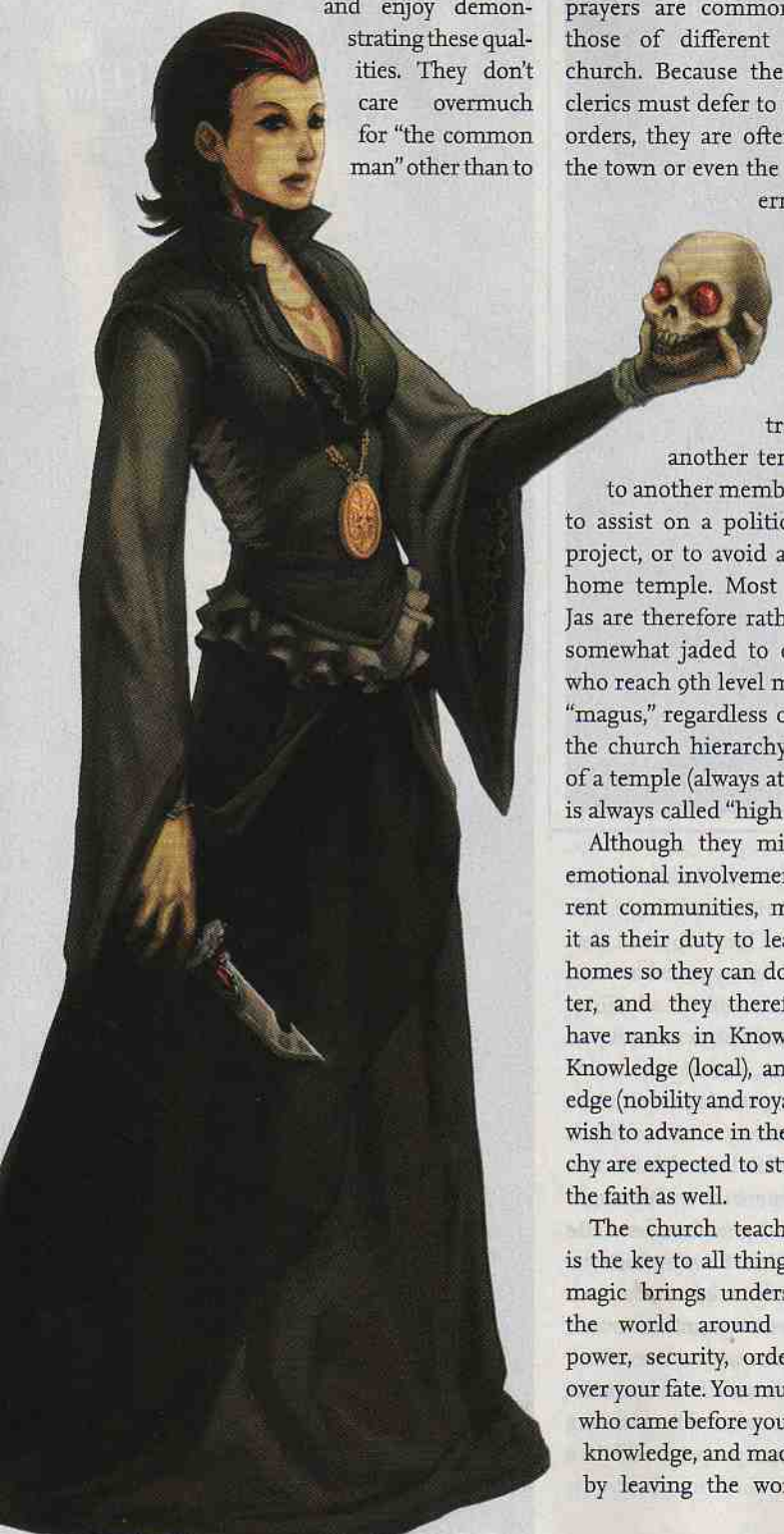
A CLERIC'S ROLE

Wee Jas's clerics are aloof in the presence of lay folk but might be incredibly passionate behind closed doors, whether about magic, a person, or some other area of interest. They perceive themselves as more wise and intelligent than those around them and enjoy demonstrating these qualities. They don't care overmuch for "the common man" other than to make sure he is doing what is expected of him, focusing their attention on the upper portions of society (whether magical or political) and determining how to advance themselves therein.



Clerics of Wee Jas pray at dawn, for it is the start of a new day and time for an orderly beginning. Group prayers are common even among those of different status in the church. Because the lowest-ranked clerics must defer to their superiors' orders, they are often sent all over the town or even the countryside on errands or quests, which is how most adventuring clerics start their careers. A cleric can be transferred to another temple as a favor to another member of the clergy, to assist on a politically important project, or to avoid a scandal at the home temple. Most clerics of Wee Jas are therefore rather worldly and somewhat jaded to change. Clerics who reach 9th level may use the title "magus," regardless of status within the church hierarchy, and the head of a temple (always at least this level) is always called "high magus."

Although they might have little emotional involvement in their current communities, most clerics see it as their duty to learn about their homes so they can do their jobs better, and they therefore frequently have ranks in Knowledge (history), Knowledge (local), and even Knowledge (nobility and royalty). Those who wish to advance in the church hierarchy are expected to study the rules of the faith as well.

The church teaches that magic is the key to all things. The study of magic brings understanding about the world around you, personal power, security, order, and control over your fate. You must respect those who came before you, recorded their knowledge, and made room for you by leaving the world. There will come a time when your life is over and those who come after will honor your learning and your memory. All natural things operate according to rules, whether the laws of magic, the order of the seasons, or the cycle of life and death. Even love, which seems to have no rules, abides by one rule: lawless love can bend the knee of anyone—even the most chaotic fiend—to the worship of the goddess.

Temples of the Ruby Sorceress are baroque structures built like wizards' towers, with many statues and unobtrusive skull motifs. They usually have at least one large open room for gatherings—particularly the Ruby Convocation (see Wee Jas's Holidays). Temples are usually lit with permanent magical lights of various sizes (one requirement to advance to a middle rank in the church is the ability to cast *continual flame*), and some even keep a magical fire burning atop the tower. Intruders find that charmed monsters and armed slaves (in lands where such are legal) guard most temples of Wee Jas.

RELATIONS WITH OTHER CORE RELIGIONS

Wee Jas's true allies are lawful members of her pantheon (none of whom are in the core pantheon). She ignores most other non-Suel deities, although she does work with other lawful deities such as Hieroneous and Hextor if she must. She is not on speaking terms with any chaotic deity save her lover Norebo. She respects Boccob and is very delicate in her dealings with Nerull. These relationships are paralleled in the mortal churches, although from time to time her church comes into conflict with that of Norebo.

A MAGE'S ROLE

Despite the very formalized structure of her priesthood, Wee Jas places remarkably few restrictions on her arcane spellcasters. This is because most of the limitations she would impose are built into the rules of

APHORISMS

The everyday sayings and adages of the faithful tell a great deal about their beliefs and morals. The samples here represent the many sayings common to clerics of Wee Jas.

Magic is the Key to All. Magic controls life and death, the heart and mind, and can even counter or control itself. Magic operates by a set of laws, and knowing those laws arms you to deal with all aspects of life, death, and the afterlife. A person who is confused about his place in the world or unfortunate events is often directed to study the basics of magic. While this might not be directly relevant to his problem, it serves to remind the person that the world works according to certain rules and those rules can be studied and mastered.

Honor the Dead: This saying may be used for the obvious meaning (respect the dead, do not defile their remains or their memories) or a subtler one—every creature that has died has influenced the world today in some way. Every stone in a house was placed there by someone, every spell crafted was written by another. By thinking about the chain of acts from the past to the present, a wise person begins to see a pattern to the world and can think ahead to what contribution his actions today will have in the future, when he is dead.

magic itself. For example, she would discourage creating spells of incredible destruction like those used to wipe away the Baklunish empire, but the rules of magic already discourage this activity by making such research difficult, expensive, and time-consuming.

Mages are not beholden to the church. If a cleric asks a wizard or sorcerer for aid, it is a request for a favor, not a demand that must be answered. Likewise, such spellcasters cannot make demands of the church. Historically, the priesthood and lay mages cooperated on a basis of mutual benefit, often with a wizard contracting himself to a temple for a period of service in exchange for access to temple libraries and other such materials.

Wee Jas does not appreciate the use of dead Suel spirits for creating undead, and any arcane spellcaster bent on creating undead should be very careful about what sort of spirit his spell draws to the Material Plane. In most cases, undead-creating spells (including *animate dead*) can be adjusted as they are cast to avoid contacting the remnant of a Suel spirit, and doing so does not alter their casting or effects in any way. A few spells, however, specifically draw on the soul that once inhabited the target body (often intended as a punishment to the dead person), and if that body is Suel then it draws a Suel spirit and angers Wee Jas in doing so. The goddess might send omens of her displeasure or even have a cleric relay a message to the mage, with repeat warnings growing more dangerous.

She has no objection to the use of conjuration spells to call or summon chaotic outsiders; the goddess enjoys the idea of these creatures getting a taste of what order is like, even though she herself rarely uses this method.

HOLIDAYS

Wee Jas's church has few holidays. It sees the daily rituals of law and magic as reverence enough, calling out only a handful of days as worth extra attention.

Waxing Moon: Nights with a waxing moon are holy to Wee Jas. They represent the heavens showing their beauty, but not so much as to invite comparison to her own. On these nights the faithful light magical bonfires and create illusions of the goddess, to which they sing praises and offer sacrifices.

Goddess' Blush: This holiday falls on the 4th of Coldeven (a midwinter month) when both of Oerth's moons are waxing. Every year on this day,

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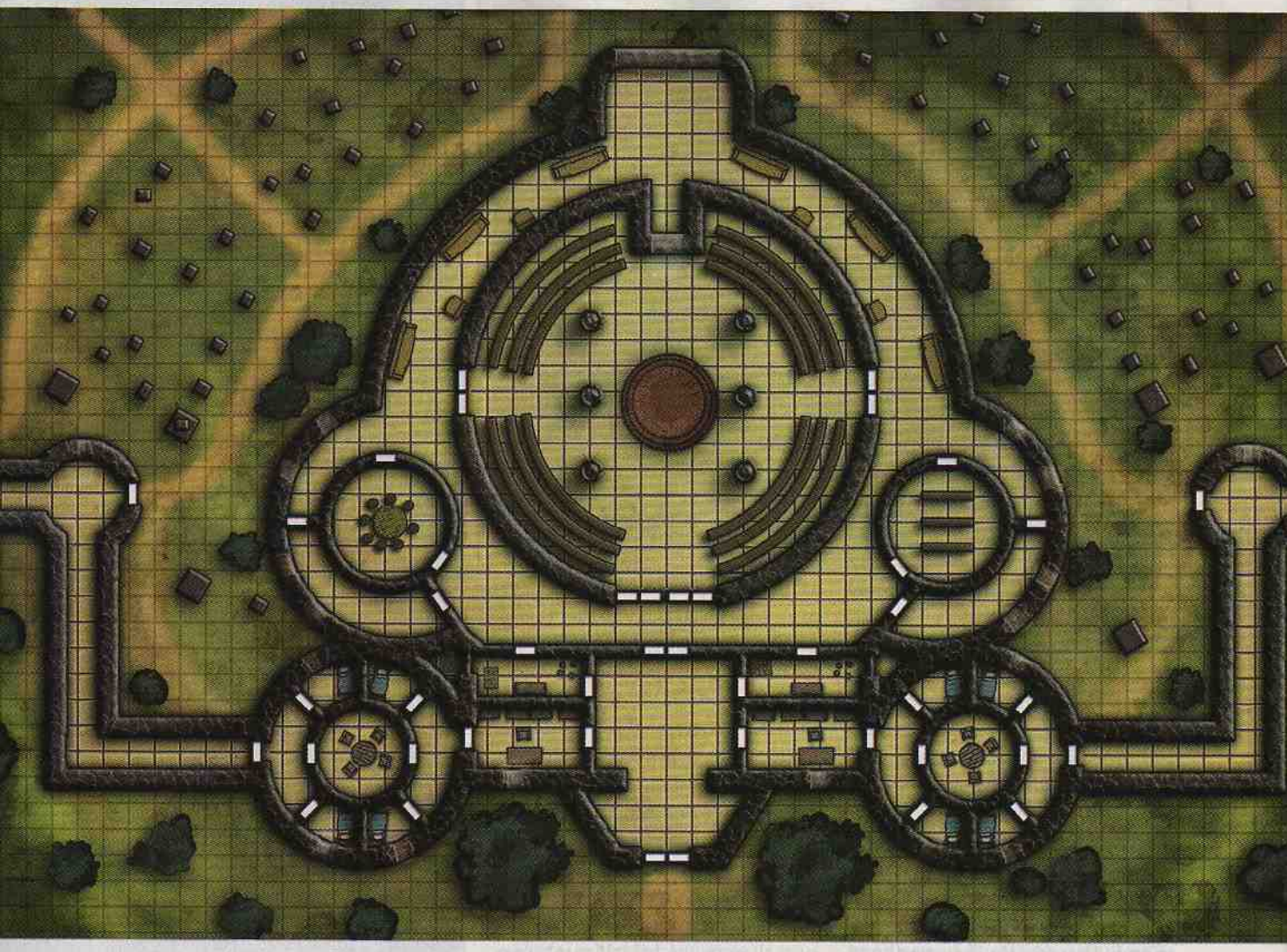

members of a temple gather to burn a piece of jewelry as sacrifice to the goddess. The jewelry is always the most valuable piece of nonmagical jewelry found by members of the temple since the previous ceremony.

Ruby Convocation: This is a great meeting of the faithful held every ten years (mainly clergy, but lay folk of status may be invited as well). Created initially as an excuse to celebrate the church's progress, it has evolved into a great social event where contacts are made and reinforced among the church hierarchy, knowledge is exchanged, and stories are told. The entire event is run like a royal ball, and guests are expected to attend in beautiful formal garments. At the end of the night attendees perform the Ruby Toast, where each guest drops a ruby (which she supplies herself) into a goblet of wine and drinks to Wee Jas, casting the wine-soaked ruby into a fire afterward. An informal competition as to who brings the largest and most flawless ruby for this event is now a long-running tradition as well.

THREE MYTHS

Wee Jas is a very old deity and, not surprisingly, many myths surround her and her clergy. Most members of her flock know the following common myths.

The Arcane Well: Scholars debate Wee Jas's ranking among the other deities, with different sources giving her differing ranks, but the faithful know the truth: the goddess is all these things, carefully manipulating the rules of magic to protect herself and her interests. In truth, she is a greater goddess, but she has created a magical well into which she can shunt her own godly essence to diminish her apparent power level. This prevents other greater deities from being concerned about her as a rival, yet it allows her access to her full level of power almost instantly should she be attacked. The well is hidden within her realm and guarded by many servitor creatures and at least one demigod she has bound to her. Some say she sometimes places a drop from the well onto the soul of someone about to be born, destining him to be a great cleric or wizard of her church.

The Godless Dead: The Suel believe that those who worship the Suel pantheon go to their deities in the afterlife. Those who were not especially devout or attached to a particular member of the pantheon go to Wee Jas, and after a time she reincarnates some of them on Oerth as new Suel. These "old souls" might possess an affinity for something from their old lives even if they retain no conscious memory of it. This gives even a mediocre mortal a second chance to achieve something great in life. While most Suel are not "old souls," those who knew each other in a past life might recognize a faint kinship and spend their new lives together as well.

Love is a Gamble: Although there are many variations of this story where mortal lovers are the protagonists, according to the church the only true version is that of Wee Jas and her lover Norebo. Wrapped in her magic and adherence to rules, the goddess was cold in her heart and confined as in a funereal shroud. The god Norebo—gambler, rogue, and epitome of luck—was created almost as her polar opposite by Lendor, and none expected them to have anything to do with each other. Yet his devilish charm, contagious laugh, and skill at all forms of play melted her cold heart and ignited a fiery passion within her. Determined to win him forever to her side, she seduced him and he let her—and then he fled with the dawn. Furious, she chased him, and this pursuit lasted 777 days. When she finally caught him again she had forgotten why she was so angry, they reconciled, and he again "escaped" at the first opportunity. This became their game, she trying to bind him with law and custom, he showing her they could love each other together or apart without all of those ties. Although their romance is on-again, off-again, their love is true and they are destined to be together—proof that love rules over even those who break all the rules.

PRESTIGE CLASS SUGGESTIONS

Many experienced Jasadin choose prestige classes, with magical aspects the most popular ones. A Jasadin is likely to select archmage (*Dungeon Master's Guide*, page 178), argent savant (*Complete Arcane*, page 24), daggerspell mage (*Complete Adventurer*, page 31), dread witch (*Heroes of Horror*, page 98), elemental savant (*Complete Arcane*, page 32), loremaster (*Dungeon Master's Guide*, page 191), master transmogrifist (*Complete Arcane*, page 51), mystic theurge (*Dungeon Master's Guide*, page 192), or thaumaturgist (*Dungeon Master's Guide*, page 196). Those with a specific interest in necromantic power often select bloodmagus (*Complete Arcane*, page 26), master of shrouds (*Libris Mortis*, page 46), pale master (*Libris Mortis*, page 47), or true necromancer (*Libris Mortis*, page 51).

RELICS OF THE FAITH

The church of Wee Jas is very careful with the relics of its faith. As such, recovering the following items is of the utmost importance.

Malf Ulad's Divining Board: Whether the Suel mage-priest Malf Ulad created or discovered this device is unknown, but his many years of unearthing prophecy and dodging disasters proved the item has significant power. Built of lacquered cedar wood, the board consists of two hinged pieces covering an area 2 feet on a side when fully opened. Nearly half an inch thick, the board is inlaid on the edges with runes of gold and silver, and the top is covered in dozens of runes, arcane symbols, and letters in various alphabets, either carved or inlaid with ivory.

To activate the board, the user places a large gem upon its surface and holds it with the tips of his fingers (rumors have it that ioun stones are likely to give better results, with certain ioun stones being more suitable for certain kinds of questions). The user calls out to the board in a clear voice, asking a question about the past, present, or future. The board steers the gem toward various symbols and letters, spelling out its answers. Because of the age of the divining board, it is likely that it only responds to requests spoken in the dead Suloise language (although it may be able to understand parts of the Cold Tongue spoken by Suel-descended barbarians and the dialect of Suel spoken by the humans of the Lendore Isles).

The board's effects equal those of an *augury* spell, which may be used once per day. Once per week, it may be used to perform a *divination*, and with a sacrifice of at least 500 gp worth of rubies it can be used to cast *commune*. All information revealed by the divining board comes from Wee Jas or her supernatural agents and is at least 90% accurate. If a gem is left on the board when it is not being used, it sometimes rattles to warn its owner of danger approaching within the hour. Its bearer gains a +5 luck

bonus on all saving throws. Malf Ulad's fate is unknown. He might have perished in the Rain of Colorless Fire or survived by becoming a Suel lich (see *Dragon* #339). In either case, the divining board is likely buried somewhere in a ruin deep in the Sea of Dust.

Dagger of the Fireheart: This ornate dagger is decorated with a skull-and-fireball motif. Forged by the Suel witch Akalra and quenched in her own blood, this talisman was the key to protecting her against her political and arcane enemies. Born of low social status, she managed to join a witch's coven based on her raw talent, which she refined over the years until she became its leader. Eventually, she came into conflict with Iggwilv, a powerful witch who despises Wee Jas and her followers. Lover of the demon prince Graz'zt and mother of the demigod Iuz, Iggwilv was not to be trifled with and eventually she killed Akalra in 465 CY. It is presumed the dagger was taken to Iggwilv's base (the Lost Caverns of Tsojcanth) but several expeditions there have failed to find it. As a powerful witch who died trying to destroy Iggwilv, Akalra is one of the few martyrs of Wee Jas's church.

The weapon is a +4 *defending spell storing dagger*. It adds +4 to the DC of the bearer's charm, fire, and necromancy spells and has all the powers of a *hat of disguise*.

Royal Firemage Gown: This elaborate feminine gown is a work of art, decorated in tiny jewels, threads of precious metals, and exotic fabric. Lost since the destruction of the Suel empire, it was recovered from the eastern fringes of the Sea of Dust by Temeria, an adventuring wizard and one of the lesser daughters of a previous Gynarch of Hardby. This brave and headstrong woman first wore it to a formal ball in the City of Greyhawk in 490 CY, and when news of it reached Wee Jas's high priestess in Hardby a few divination spells revealed its origin as an item from the Suel royal house. Although she wished to keep it for herself, at her mother's insistence Temeria eventually gifted the gown to the temple as a gesture of good will and alliance between the Gynarch and the church. The gown was worn in public on three occasions by two successive high priestesses but has not been seen for nearly 30 years. It might have been lost while in transit to another church or stolen by skilled thieves.

The gown is the equivalent of a neutral *robe of the archmagi*. The wearer gains fire resistance 30, +4 competence bonus on Diplomacy and Intimidate checks, and as a standard action can activate a *fire shield* (cold or hot) upon herself once per day. None of these powers functions unless a female wears the gown. Unlike most magical robes it is rather bulky, weighing 20 pounds and reducing the wearer's movement rate as if it were medium armor.

NEW DIVINE SPELLS

Most of the spells favored by the clerics of Wee Jas deal with the dead, charm the living, or protect the faithful. The following are just a few examples.

Glamour Costume

Illusion (Glamer)
Level: Clr 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D) (see below)

This spell functions like *disguise self*, except you can only change the appearance of your clothing (including weapons, armor, and equipment) and make superficial changes to your own appearance. For example, you could make ragged traveler's gear look like a beautiful gown or a cleric's vestments. Superficial changes to your appearance include removing or adding beauty marks and signs of aging, along with any coloration change that could be accomplished with make-up (lips, cheeks, hair, and so on). You are still recognizable as you and you cannot use the spell to create a true disguise (although you could change the appearance of your clothing to include a hood or mask to conceal your features).

Once per hour as a standard action, you can change your appearance according to the above guidelines, but doing so reduces the duration by 1 hour for each change.

Globe of Radiant Invulnerability, Lesser

Abjuration [Light]
Level: Clr 5
Components: V, S, M
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: None or Reflex partial (see text)
Spell Resistance: No or Yes (see text)

This spell functions like *lesser globe of invulnerability*, except once per round as a free action you can cause the globe to radiate light as if it were a candle, torch, or *daylight* spell, or reduce it to its normal faint shimmer. As a standard action you can cause the globe to explode in searing radiance with a radius of 20 feet, which destroys the globe and ends the spell. All creatures within the area of searing radiance are blinded and take 3d6 points of damage. A creature to which sunlight is harmful takes double damage. A successful Reflex save negates the blindness and reduces the damage by half. Spell resistance applies to the searing radiance.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 10d6), or half damage if a Reflex save is successful. The light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Globe of Radiant Invulnerability, Greater

Abjuration [Light]
Level: Clr 7

This spell functions like *lesser globe of radiant invulnerability*, except that it functions like a *greater globe of invulnerability* and the searing radiance deals 6d6 points of damage. Undead, fungi, mold, oozes, and slimes in the area take 1d6 points of damage per caster level (maximum 15d6).

CUSTOMIZED SUMMON LIST

Wee Jas has the power to summon and command undead and dragons, and her clerics can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster IV
Allip
Ghast

Summon Monster V
Mummy
Wight

Summon Monster VIII
Young blue dragon*
Young green dragon*

Summon Monster IX
Young bronze dragon*
Young silver dragon*

*This creature has the extraplanar subtype but otherwise has the normal statistics for a creature of its kind.

NPC CONTACTS FOR CLERICS OF WEE JAS

Death comes to all things eventually, making the clerics of Wee Jas useful allies and contacts, both to properly inter the dead and to consult on matters of magic and the beyond.

Nayin Lem (LN female human wizard 5) is a worshiper of Wee Jas and under contract with the church to serve its temples in exchange for access to its libraries. Her duties have sent her to Greyhawk, Furyondy, Urnst, and Veluna, and she feels comfortable operating out of any of those places. Although she is an adventuring wizard with experience in dungeons and the wilderness, she is also familiar with city politics and navigating delicate social interactions. Her long-term interests lie in item creation, spell research, and metamagic and she enjoys discussing these topics with others in her field.

Nayin is of medium height with fair skin and red-brown hair. Most humans consider her "cute" rather than "beautiful," which she uses to her advantage ("being too pretty can make someone suspicious"). She prefers to let others do the actual dirty work for her, and if she must do any spelunking she normally hires a bodyguard or charms an enemy humanoid to serve that purpose. When working she is no-nonsense, but on her own time she can be quite friendly.

Nayin is a good contact for low-level parties who need to speak

with someone in the church. She may act as a go-between or aid in library research. Her current temple may assign her to assist the PCs for a time (or vice versa). Mid-level groups may take her on as a hireling or cohort or even pay her to create items for them.

High Magus Dorfea Norbe (LN female human Cleric 15 of Wee Jas) is the high priestess of Wee Jas's temple in Hardby. In late middle age and a spinster, Dorfea is the eldest niece of Hardby's Despotrix Ilena, although they are not especially close. She favors the members of her temple over her other family members (although several members of her family are priestesses in the temple) and is careful to make sure the church stays on the good side of Greyhawk's military presence within Hardby, providing necessary healing and advice on dealing with magical foes.

Short and wire-thin, Dorfea is a plain woman with pale skin and straw-colored hair. Sensitive to the sun, she makes sure her head is covered in the daytime and prefers to do her business in the city during twilight. Aloof and unfriendly, she became head of her temple by outliving all of her rivals and through dogged petitioning of other church leaders for their support and sponsorship. She knows how to play the political game and how to manipulate people without relying on the "easy" methods that more beautiful women might be tempted to use. She enjoys her position as the head of her religious community and quickly intercepts anything that might threaten it. She is courteous, especially to those who she feels might be useful to her, and curt with those for whom she has no use. Most acolytes of the church are terrified of her merely because of her position, but she does not have a temper and is not a harsh leader. She just expects those under her to work as hard as possible to achieve their goals.

Dorfea is a good contact for mid- or high-level adventurers who have proven themselves competent and obedient. In a Hardby-based campaign she might even be related to one or more PCs, although this gains them nothing until they have established themselves as people worthy of her attention. She might have quests for PCs involving lost Suel items, unearthing non-Jasadin witch covens, or involving political or religious intrigue.

PLANAR ALLY

Zem'Jil is a transformed succubus servant of Wee Jas. Originally an ordinary succubus bound into a talisman by a mortal wizard, the goddess received the enslaved demon as an offering from the wizard in exchange for knowledge about a spell he was researching. Uncomfortable with forcing the creature to act against its nature, she left the talisman in a vault for 500 years. The goddess eventually felt she could make use of the demon and made Zem'Jil an offer: submit to a procedure that would bind her to the goddess forever as her lawful servant, or remain unsummoned until the end of time. Lonely and bored from her confinement, the succubus agreed to these terms, and Wee Jas transformed her into a lawful succubuslike creature (in this the goddess exploited a loophole in her own code of ethics—by permanently changing the succubus' nature, she would no longer be causing it to act against its nature by serving her).

In her true form, Zem'Jil is a tall, slender, cruel-looking but beautiful woman with fair skin and bright red hair. She wears a prominent holy symbol of Wee Jas, and a revealing dress that accentuates her curves. She is lawful evil, has the lawful subtype (rather than chaotic, and thus her weapons are treated as lawful weapons rather than chaotic), and can no longer summon vrocks, but she otherwise has all the normal powers of a succubus.

Zem'Jil is haughty, sarcastic, and snide. She is not a creature of war and only enters combat if greatly rewarded for it (if ambushed or surprised she is more likely to flee than stay). She serves Wee Jas as a messenger, advisor, diplomat, and seducer, all of which she does willingly for only minimal reward. She might even play the role of an assassin if the target isn't dangerous to her (for example, if the PCs need a weak but politically-connected person killed without obvious ties to them). She prefers jewelry and magic items as payments.

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MAGICAL POLLUTION

by Hal Maclean
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ARCANE AFFLICTIONS AND AUGMENTATIONS

Call it the fifth horseman—a blight sweeping across the landscape, soiling wind and wave, creeping up the food chain from the lowliest of creatures to the meals of the finest nobles, pollution rests at the heart of many scourges both modern and medieval. Such trash and toxins represent the choices of a society and the inevitable, self-destructive consequences that stem from them. While the waste and byproducts of the modern world present a multitude of perils, the potential threats of wantonly used and discarded magic rival any mundane environmental catastrophe.

Presented here are a number of ecological dangers, born of both the real world and magical realms. Aside from new hazards and despoiled locations, this article also presents a number of options for characters and creatures born of a sickened world.

Mutation Templates

Occasionally, magical pollution warps creatures that come in contact with it. Usually, these unnatural mutations endure a slow, painful death, but every so often the mutagenic power of the poisons afflicting them makes creatures more powerful. The following mutation templates explore only some of the corruptive possibilities of magical pollution. Many of these templates have drawbacks of some kind, unless the creature also has

the Evolved feat (see the sidebar on page 37). Any change derived from a mutation template is considered a racial ability change. A creature may take as many mutation templates as it qualifies for.

Arcane-Blood Creature

This creature's blood seems to shine, its oddly colored veins tracing a pulsing web of sickly glowing lines.

"Arcane-blood" is an acquired template that can be added to any corporeal animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider with blood (referred to hereafter as the base creature).

Size and Type: A humanoid becomes a monstrous humanoid; an animal becomes a magical beast. Otherwise, the creature's type does not change. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged.

Challenge Rating: Same as the base creature +1.

Special Qualities: An arcane-blood creature retains all the special qualities of the base creature. It also gains the magic blood ability.

Magic Blood: The magical mutagenic pollution that altered the creature fills its veins.

The arcane-blood creature's blood, in addition to keeping it alive, is quite volatile and dangerous when exposed to the air. Whenever a creature strikes the arcane-blood creature with a piercing or slashing melee weapon, it must immediately make a Reflex save (DC 10 + 1/2 the arcane-blood creature's Hit Dice + its Constitution modifier) or take 1d6 points of damage of the chosen energy type (acid, cold, electricity, or fire). Creatures using reach weapons are not subject to this damage.

An arcane-blood creature takes an additional 1 point of damage of the chosen energy type every time it is struck with a slashing or piercing weapon.

Once the arcane-blood creature's energy type is chosen it cannot be changed later.

Level Adjustment: Same as the base creature +2.

Evolved: An arcane-blood creature with the Evolved feat ignores the damage dealt by its own magic blood.

Poisonous Creature

This creature has unusually long fangs that drip a green-tinted liquid.

"Poisonous" is an acquired template that can be added to any corporeal living creature (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

Attack: A poisonous creature retains all the attacks of the base creature and also gains a poisonous bite attack if it didn't already have one. If the base creature can use weapons, the poisonous creature retains this ability. A poisonous creature with natural weapons retains those natural weapons. A poisonous creature fighting without weapons uses either its bite attack or its primary natural weapon (if it has any).

Damage: A poisonous creature has a bite attack. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the creature's size.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

In addition, the poisonous creature's bite carries a toxin left over from the mutagenic magical pollution that originally altered it. The poisonous creature gains one of the following poisons. The save DC for all poisons equals 10 + 1/2 the poisonous creature's Hit Dice + its Constitution modifier. A poisonous creature is immune to its own

Poison	Type	Initial Damage	Secondary Damage
Mind-numbing	Injury	1d4 Int	1d4 Int
Necrotic	Injury	1d4 Con	1d2 Con
Pain-inducing	Injury	1d2 Dex	1d6 Dex
Pustulant	Injury	1d2 Cha	1d6 Cha
Sapping	Injury	1d4 Wis	1d4 Wis
Weakening	Injury	1d2 Str	1d6 Str

toxin but not to the toxin of any other poisonous creature.

These fangs interfere with precise enunciation, however, imposing a 20% chance of spell failure when casting spells with verbal components and a 20% chance of failing to activate a magic item requiring a command word to use.

Abilities: Increase from the base creature as follows: Con +2.

Level Adjustment: Same as the base creature +3.

Evolved: A poisonous creature with the Evolved feat ignores the 20% chance of spell failure and 20% chance of failing to activate a magic item drawbacks.

Stonebone Creature

Small bone spurs with the appearance of jagged stalagmites protrude from this creature's body.

"Stonebone" is an acquired template that can be added to any corporeal living creature (referred to hereafter as the base creature).

Challenge Rating: Huge or smaller, same as the base creature +2; Gargantuan or larger, same as the base creature +1.

Speed: A stonebone creature's speed decreases by 10 feet (to a minimum of 10 feet) and its swim speed (if any) decreases by 20 feet (to a minimum of 10 feet). The speeds for other movement modes are unchanged.

Abilities: Modify from the base creature as follows: Str +4, Dex –4, Con +4.

Skills: Due to its heavy bone structure, a stonebone creature takes a –4 penalty on Climb and Swim checks.

Special Qualities: A stonebone creature retains all the special qualities of the base creature. It also gains the powerful build ability.

Powerful Build. A stonebone creature grows thick, heavy bones. The physical stature of the stonebone creature lets it function in many ways as if it were one size category larger. Whenever a stonebone creature is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the stonebone creature is treated as one size larger if doing so is advantageous to it. A stonebone creature is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A stonebone creature can use weapons designed for a creature one size larger without penalty. Its space and reach remain those of a creature of its actual size. The benefits of this special quality stack with the effects of powers, abilities, and spells that change the subject's size category.

A Colossal creature gains no benefit from this special quality.

Level Adjustment: Same as the base creature +2.

Evolved: A stonebone creature with the Evolved feat may choose which of the following two drawbacks to ignore: the speed decrease (including the swim speed decrease) and the –4 on Climb and Swim checks or the –4 to Dex.

Polluted Locations

While environmentally despoiled sites often spawn dangerous creatures and conditions, the waste of others can sometimes be put to use by those who know how.

Artificer's Dump

Not all magic items turn out right. Some items shatter under the weight of the magic applied to them, while others made with sub-par materials lose their hold on powerful spells. All of these mistakes, failures, and broken bits wind up in the *artificer's dump.*

Evolved

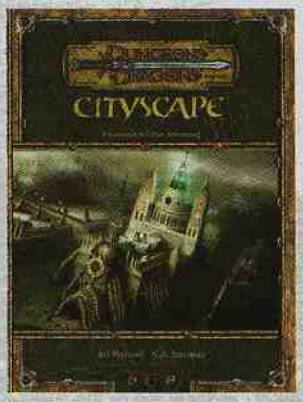
Your mutation only works to your advantage.

Prerequisite: Character level 3rd, mutation template.

Benefit: Choose a mutation template you possess. You can ignore one or more drawbacks of your chosen mutation template. See each mutation template's description for effects of this feat.

Special: You may gain this feat multiple times. Its effects do not stack. Each time you gain this feat, it affects a different mutation template.

Pollution in Cityscape



Aside from seven pregenerated cities, rules for urban characters, and details on a multitude of municipal groups and institutions, the new environmental accessory *Cityscape: A Guidebook to Urban Adventuring* presents rules for a variety of city-based dangers. Along with mundane threats (from potholes to collapsing buildings) several options are presented for magical hazards, like alchemical rain or necrotic miasma. One of the greatest dangers to city dwellers, though, comes in the form of unstable arcane pollution:

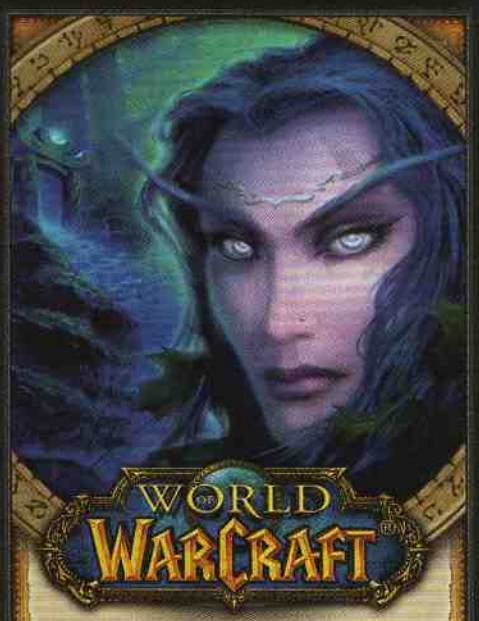
Arcane Pollution (CR 5): Arcane pollution is a rare phenomenon that occurs in and near wizards' colleges and arcane laboratories. In a 60-foot radius around a central point, the atmosphere is tainted by magical residue and the effluvia of arcane experiments, producing random spell effects. A creature entering an area of arcane pollution must succeed on a DC 17 Fortitude save to avoid its effects. On a failure, roll 1d20 and consult the following table; the creature is targeted by the listed effect.

An *antimagic field* suppresses the effect of arcane pollution. Arcane pollution can be destroyed with a successful *dispel magic* check (DC 10 + the level of the spell effect). Unless the pollution is suppressed or destroyed, it remains in place permanently.

Arcane Pollution Effects

d20	Spell Effect*
1	*Baleful polymorph* (up to Small animal or Small vermin only)
2–3	Gain spell resistance 14 for 4d20 minutes
4–6	Change to random color for 4d20 minutes
7–9	*Confusion*
10–11	*Deep slumber*
12	Targeted *dispel magic*
13	*Displacement*
14	*Enervation*
15	*Enlarge person*
16	*Haste*
17	*Hold person*
18	*Reduce person*
19	*Slow*
20	*Teleport* (1d10 miles, random direction)

* If a spell effect requires a saving throw, the DC is 13 + spell level. Each spell has a default caster level of 10th.



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An *artificer's dump* often takes shape near the home of an experimenting wizard or in the communal dump of a city that numerous spellcasters call home. Heaps of castoff, semi-functioning magic items make these sites dangerous places, where residual spells might animate objects at random and the spiteful spirits of discarded constructs seek revenge.

Lore: Characters can learn the following pieces of information about a *artificer's dump* by making Knowledge (arcana) or Knowledge (local) checks of the following DCs.

DC 15 (local): You know rumors of unscrupulous spellcasters casting off their mistakes into sewers and along with the common garbage.

DC 15 (arcana): There are precise methods of disposing of failed magical creations, but some impatient artificers can't be bothered to perform these simple disjoining rites.

DC 25 (arcana): Large numbers of damaged or malfunctioning magic items can create an area of dangerous magic sometimes called an *artificer's dump.*

Description: An *artificer's dump* is often recognizable as a pile of valuable metals and finely worked bits heaped among more common refuse. These varied parts were once intended to be magic items, but poorly researched spells, flawed materials, and creator error has reduced them to trash. While scavengers might be tempted by the valuable scraps, strange magical happenings—like floating objects or animated refuse—often warn them away.

Prerequisite: Any creature with an item creation feat can draw upon the magic of an *artificer's dump.* Any other creature is subject to the site's capricious, and often seemingly spiteful, whims.

Location Activation: Creatures that come within 30 feet of an *artificer's dump* are subjected to its effects. Spellcasters attempting to make use of its powers must spend 1d10 minutes scavenging to find something of use.

Recharge: An *artificer's dump* can be drawn upon for magical components once per month for as long as local wizards continue heaping their refuse there. If the site ceases to gain new materials it doesn't recharge and cannot be reused.

Special Ability (Su): *Artificer's dumps* are rife with squandered but still potentially useful magic. When a group comes within 30 feet of the site, and every 1d4 minutes after that, one character should roll on the following chart to see what effect the

artificer's dump has on the party members or their items.

In addition to the following benefits and threats, uncontrolled animated objects, damaged golems, and other wild constructs often make the area around an *artificer's dump* their home.

1d6	*Artificer's Dump* Effect
1	+1 bonus
2	Scarab swarm
3	Weapon animates
4	Orbit
5	Vision
6	Broken statue

+1 Bonus: One of a random character's non-magical weapons spontaneously enhances, gaining a +1 enhancement bonus. This enhancement makes itself noticeable by glowing brightly, humming, or some other simple magical effect. The enhancement is temporary, lasting only 1d6 hours. If the party has no non-magical items, roll again.

Broken Statue: A half-formed stone statue rises out of the *artificer's dump* and attacks the party. It has the same statistics as a Large animated object and hardness 8.

Orbit: All of a random PC's gems or coins slip out from their container and begin orbiting the character's head. If this is more than fifty items the PC takes a –2 penalty on Spot checks. After 1 minute the items slowly drift back into their container.

Scarab Swarm: A swarm of half-melted metal scarabs flies off the *artificer's dump* and attacks the party. These scarabs are treated as a locust swarm with damage reduction 1/adamantine.

Vision: A pile of glass shards near a random PC shows him another character or NPC he knows or has been thinking about. This random scrying effect lasts only a matter of seconds and is out of focus.

Weapon Animates: A random character's weapon animates and attacks him. The weapon has AC 10, makes one attack a round, and has the character's base attack bonus but no Strength modifier. The weapon continues attacks for 1d4 rounds before falling to the ground.

Besides being a place were items can magically animate and gain temporary abilities, a canny spellcaster can scavenge an *artificer's dump* for items useful in magic item creation. After spending 1d10 minutes searching, a character with an item creation feat can make a DC 18 Search check. If he succeeds, he discovers a component that reduces the cost of his next creation by 10%. If he fails, the *artificer's dump* currently holds noting of value and cannot be scavenged again until it recharges.

Aura: Strong transmutation.

Ability Value: 8,000 gp.

Grave-Tainted Well

The growing populations of living inhabitants and their dead

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COMPLEAT ENCOUNTER

Grove of the Mad Druid

Grasker has never been exactly "normal." Now, this corrupted druid seeks to transform the surrounding wilderness into a perverted paradise of worms and rot. A Compleat Encounter featuring an insane druid, his rancid carrion golem, and a mysterious stone menhir.

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By Andrew Hou, James Jacobs, and Corey Macourek

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predecessors often come into conflict within developing cities. When space to inurn the dead competes for land with new housing and civic projects, one generation's graveyard might become the next's homesteads, workshops, or marketplaces. Although it might take decades, the dishonored dead always take their revenge.

A *grave-tainted well* is a watering spot that has been tainted by death, either having been sunk into a former graveyard, fouled by necromantic energies, or infected by the taint of undeath. Regardless of what foulness creates such a site, any who drink from a *grave-tainted well* quickly learn the wretched taste of undeath.

Lore: Characters can learn the following pieces of information about a *grave-tainted well* by making Knowledge (arcana), Knowledge (history), or Knowledge (local) checks of the following DCs.

DC 15 (local): You know any rumors of illnesses or reports of undead in the area around the well.

DC 20 (history): You recall that there used to be a graveyard, tomb, or other burial place in this area and, thus, drinking from this earth might be undesirable.

DC 25 (arcana): The water here holds traces of unsavory alchemical preservatives and embalming agents.

Description: Part of what makes a *grave-touched well* so dangerous is its ordinary appearance. Often there is little, besides perhaps a slightly "off" odor to the water, that sets the well apart from any other watering hole.

Prerequisite: Any living creature can be affected by a *grave-tainted well.*

Location Activation: Merely drinking the water from a *grave-tainted well* activates its ability.

Recharge: A *grave-tainted well* does not need to be recharged and can affect any number of creatures up to the amount of what it can provide.

Special Ability (Su): Any living creature that drinks from a *grave-tainted well* must make a DC 16 Fortitude save or contract a disease similar to blinding sickness. This malady has the same effects as blinding sickness, except that any creature killed by the disease rises as a zombie 1d10 minutes after death. Zombies that rise as the result of a *grave-tainted well* have no master but are susceptible to the commands of clerics that channel negative energy.

As animals might also make use of a *grave-tainted well*, these blighted sites can become spawning grounds for swarms of tainted creatures, like a corpse rat swarm or a creature swarm extrapolated from among the swarm-shifter's forms (see *Libris Mortis*).

Aura: Medium necromancy.

Ability Value: —

Magical Pollution Hazards

Just as smoke and garbage can cloud the skies and choke the streets, overuse of certain magic or arcane components in an area can have far-reaching and dangerous effects.

Herbal Rot (CR 2)

Just as fresh herbs can be mixed to create a variety of miraculous potions and poultices, dead and rotting herbs can combine to deadly effect. This collective decay of rare plants is often called herbal rot. Such foul compost can taint the air with irritants and incredibly small burrs that choke all who come near. This fine brown dust most often arises in areas where rare plants have been left untended or discarded, like the compost heaps behind an herbalist's shop, in an abandoned alchemical laboratory, or within a ruined greenhouse.

Any character who enters an area contaminated by herbal rot must make a DC 15 Fortitude save or become nauseated, choking and coughing uncontrollably. This fit continues every round the character remains in the area of polluted air, with the character having to make an additional Fortitude save every round. Anyone who succeeds at this save becomes immune for 1 minute. Characters who fail two consecutive saves take 1d6 points of nonlethal damage. Only creatures that need to breathe are affected by herbal rot.

Shadow Nightmares (CR 3)

Those who deal with the dark and mysterious forces of the Plane of Shadow don't do so without side effects. Gradually, overuse of such magic allows formless shadow essence to slip the bonds of worlds, weakening the barrier between the Material Plane and the dark transitive plane. While few notice the plane's subtle touch during daylight hours, at night, when the mind is open to outside influences, the shapeless spirits of the Plane of Shadows intrude upon mortal dreams.

Shadow nightmares generally manifest in an area where creatures from the Plane of Shadow, frequent travelers to that place, or shadow casters (see the *Tome of Magic*) dwell. These dreams might only affect creatures within a few dozen feet of a particular area or, in the case of more powerful or frequently used shadow magic, the span of miles. Any creature that falls asleep in this area cannot rest, waking the next morning fatigued and unable to regain arcane spells that day, the creature's mind becomes vulnerable to the influence of the Plane of Shadow, taking a –2 penalty on all saves made against spells with the shadow descriptor and the special abilities of creatures native to the Plane of Shadow for the next 24 hours. Creatures that sleep in an area of magical light, such as that lit by a *light* or *continual flame* spell are unaffected by shadow nightmares.

BY JAKE MANLEY AND JASON BULMAHN
ILLUSTRATED BY JOHN GRAVATO

CREATURES OF CORRUPTION

MONSTERS OF MAGICAL MISHAP

Magic, when used properly, can kill a dragon, build an empire, and even cheat death. Like any other force, however, great power brings with it the possibility of horrendous disaster. Experiments can have unintended side effects. Permanent spells grow increasingly unstable over time. Magical auras and residues linger and change. Sometimes they even grow, their effects unplanned and unpredictable. Most spellcasters consider such unexpected magical phenomena interesting byproducts at best—hints at guiding arcane forces that can never be adequately explained. Others, however, do not have the luxury of dismissing this accidental magic and must live with the effects of magical disasters. Or, perhaps more accurately, the effects live with them.

Corrupted creatures are born in the conflagration following a *meteor swarm* or in sewers where magic-laden refuse has settled for decades. They are nursed by alchemical elixirs with untested effects and by the runoff from a spell-scarred landscape. Magical corruption occurs when the wrong place meets the right time, when everything that was supposed to work fails but something else works instead. Most are hideously misshapen, warped, and eaten from within by the mutagens acting on their bodies. Having been created by the worst magic has to offer, however, they show surprising resiliency.

Three examples of such toxic horrors are presented here. Alchemical undead are the remnants of magic disposed with the dead. The corrupted template shows what happens when you mix a living creature with untamed arcane energy. The toxic ooze is acid given life, a bubbling wave of corrosive slime and burning fumes.

ALCHEMICAL UNDEAD

Green vapor pours from the open sores covering the flesh of the dead thing that stumbles toward you. Its body is horribly deformed and burned by the chemicals that drip from its sagging frame.

ALCHEMICAL UNDEAD **CR 6**
Usually NE Medium undead
Init +5; **Senses** darkvision 60 ft.; Listen +9, Spot +9
Languages Common

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)
hp 61 (9 HD); **DR** 5/magic
Immune undead traits
Fort +3, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)
Melee 2 claws +9 (1d8+5 plus 1d6 alchemical)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +9
Atk Options Power Attack, alchemical claws
Special Actions alchemical breath

Abilities Str 21, Dex 12, Con —, Int 9, Wis 12, Cha 14
SQ deathburst, undead traits
Feats Alertness, Improved Initiative, Power Attack, Toughness
Skills Climb +17, Jump +17, Listen +9, Spot +9
Advancement 10–18 HD (Medium)

Alchemical Claws (Ex) The claws of an alchemical undead are coated in a noxious chemical. Anyone struck by these claws takes 1d6 points of acid, cold, electricity, or fire damage. The type of damage is determined randomly when the undead is created and cannot be changed.

Alchemical Breath (Ex) Once per day, an alchemical undead can release a torrent of alchemical soup from its mouth. This 15-foot cone deals 6d6 points of acid, cold, electricity, or fire damage (the same type as its claws). A DC 16 Reflex save halves this damage. The save DC is Charisma-based.

Deathburst (Ex) When an alchemical undead is reduced to 0 hit points or less it bursts, spraying everything within 10 feet with a disgusting mix of alchemical fluid and dead tissue. Anyone in this area takes 2d6 points of acid, cold, electricity, or fire damage (the same type as its claws) and is nauseated for 1d4 rounds. A DC 16 Fortitude save halves the damage and negates the nauseated effect. The save DC is Charisma-based.

Many foul alchemists and arcanists find it convenient to dump their waste in out-of-the-way and infrequently visited places, such as local cemeteries. These vile soups of failed experiments and magical byproducts sometimes mix with the bodies interred nearby, creating a foul creature known as an alchemical undead.

Strategies and Tactics

Alchemical undead have a hatred for all living things and attack them on sight, raking with their claws. When pressed, they spew a cone of noxious chemicals on nearby foes. Although intelligent, these undead rarely use complex tactics, but they do work in tandem with one another, setting up flanks and focusing their efforts when able. If near death, alchemical undead often move closer to their enemies, hoping to catch as many as possible in their deathburst.

Sample Encounter

Alchemical undead are encountered alone or in small groups.

Abandoned Tower (EL 6): On the outskirts of town, the tower of an alchemist stands abandoned. Although no one has seen him venturing in or out of the place for years, strange sounds and fumes eminate form the place on some nights. Two years ago, the reclusive alchemist suffered a terrible accident and was killed. In the time since, all of the spilled reagents have slowly infused his body. Now, as a twisted alchimical undead he roams the halls, looking for a way out.

Ecology

As undead creatures, alchemical undead exist outside the natural order of things. They do not reproduce in any way and do not understand the process that created them. They consume alchemical items and potions whenever able, but few stop to ingest such a prize when a living target is nearby. Most alchemical undead lair near the cemetery that spawned them, usually in a pool of foul chemicals.

Typical Physical Characteristics: Alchemical undead typically stand about 5 feet tall and weigh no more

than 150 pounds. Their bodies are hairless and covered in sores and pustules that leak vile fluids.

Alignment: Most alchemical undead are neutral evil.

Treasure: Alchemical undead put no value in treasure aside from alchemical items and potions. These items they consume with abandon whenever they are able. Their lairs sometimes hold other treasures scattered among the remains of their victims.

For Player Characters

A spellcaster of 11th level or higher with at least 10 ranks in Craft (alchemy) can create an alchemical undead by casting *create undead* on a corpse that has been soaked in 100 gp worth of alchemical ingredients for at least 1 week.

Corrupted Creatures

Wretched lesions and bulging pustules mar the bark of this writhing tree. Its limbs are twisted and deformed, ending in vicious thorny claws. A gaping maw emerges from its trunk, oozing a stinking ichor.

CORRUPTED TREANT CR 10

NE Huge plant

Init –2; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Common, Sylvan, Treant

AC 23, touch 6, flat-footed 23 (–2 size, –2 Dex, +17 natural)

hp 94 (7 HD), fast healing 3; **DR** 10/slashing

Immune disease, plant traits

Resist acid 10

Fort +14, **Ref** +0, **Will** +5

Vulnerability fire

Speed 20 ft. (4 squares)

Melee 2 claws +14 (1d8+11) and bite +9 (2d6+5 plus contamination)

Melee 2 slams +14 (2d6+11)

Space 15 ft.; **Reach** 15 ft.

Base Atk +5; **Grp** +24

Atk Options Improved Sunder, Power Attack, contamination (DC 22), double damage against objects

Special Actions *animate trees*, trample 2d6+13

Abilities Str 33, Dex 6, Con 29, Int 10, Wis 12, Cha 10

SQ plant traits

Feats Improved Sunder, Iron Will, Power Attack

Skills Diplomacy +2, Hide –10*, Intimidate +5, Knowledge (nature) +5, Listen +6, Sense Motive +6, Spot +6, Survival +6 (+8 aboveground)

Advance 8–16 HD (Huge); 17–21 HD (Gargantuan)

Contamination (Su) The taint that infuses a corrupted treant spreads to those it harms, contaminating both body and soul. Any creature wounded by a corrupted treant's bite attack must make a DC 22 Fortitude save or be infected with corruptive essence. This infection has effects similar to slimy doom (incubation period 1 day, damage 1d4 Constitution, must make another Fortitude save when damaged or 1 point of damage is permanent drain instead). This infection causes the victim's flesh to slowly rot away or boil up into cancerous growths. In addition, the disease prevents all forms of hit point recovery, natural or magical.

These effects last as long as the disease is present in the target's system.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

***Animate Trees* (Sp)** A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (CL 12th). Animated trees have the same vulnerability to fire that a treant has.

Trample (Ex) Reflex DC 24 half. The save DC is Strength-based.

Skills *Treants have a +16 racial bonus on Hide checks made in forested areas.

The corrupted are the results of magic gone awry. The creation of the corrupted is an inherently chaotic and unstable process, so no two individuals, even of the same species, look anything alike. On the whole, however, most are truly hideous to behold—few could overlook the lesions, deformities, and overgrown tumors that mar their forms—and almost all are quite mad. Faced with magic powerful enough to warp a creature's entire physiology, an organ as delicate as the brain rarely goes unscathed.

Strategies and Tactics

Corrupted creatures often haunt the area native to the base creature, attacking anything that does not bear its taint. In combat, corrupted creatures lash out with their claws and bite, attempting to infect as many creatures as possible with contagious pollution. The mind of a corrupted creature is so full of pain and wrath that it rarely considers retreat. Occasionally, a corrupted creature becomes so spiteful that it exposes the creatures it defeats to the same pollution that spawned it, causing the rise of an entire host of corrupted creatures.

Sample Encounter

Corrupted creatures often stay with one another, unable to tolerate the presence of pure creatures.

Twisted Grove (EL 13): Four miles outside of a town known for its magic workshops stands a small grove of trees surrounding a polluted pond. Byproducts from the town's numerous shops are dumped into a stream that feeds the pond, creating a toxic sludge. A trio of treants has long lived near the pond, and over time, the polluted water transformed them into corrupted treants. Now, these wooden monstosities stalk the small woods and kill any living thing that strays beneath their twisted branches. A caravan dissapeared two weeks ago after camping next to the woods and the local crafter's guild is looking for a group to investigate.

Creating a Corrupted Creature

"Corrupted" is a template that can be added to any living, corporeal creature (referred to hereafter as the base creature). The template can either be acquired (if the base creature is exposed to corruptive magical energies or strange experiments) or inherited (if the base creature is born in a toxic wasteland or if its parents also had this template). A corrupted creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: If the base creature is an animal, its type changes to magical beast. Otherwise, type and size remain unchanged. Do not recalculate base attack bonus or saves.

Challenge Rating: As base creature +2.

Alignment: Usually evil (any).

Armor Class: Natural armor bonus improves by +4.

Speed: Corrupted creatures are slower and clumsier than their normal counterparts. Subtract 10 feet from the base creature's land speed (minimum 10 feet). Subtract one grade from flight maneuverability, if any (minimum clumsy). Other forms of movement are unchanged.

Attack: A corrupted creature has two claw attacks and a bite attack. If the base creature can use weapons, the corrupted creature retains this ability. A corrupted creature fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Damage: Corrupted creatures have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Attack Options: A corrupted creature retains all the special attacks of the base creature and gains the following special attack.

Contamination (Su): The taint that infuses a corrupted creature spreads to those it harms, contaminating both body and soul. Any creature wounded by a corrupted creature's bite attack must make a Fortitude save (DC 10 + half corrupted creature's HD + the corrupted creature's Constitution modifier) or be infected with corruptive essence. This infection has effects similar to slimy doom (incubation period 1

day, damage 1d4 Constitution, must make another Fortitude save when damaged or one point of damage is permanent drain instead). This infection causes the victim's flesh to slowly rot away or boil up into cancerous growths. In addition, the disease prevents all forms of hit point recovery, natural or magical. These effects last as long as the disease is present in the target's system.

Abilities: Modify from the base creature as follows: Str +4, Dex –2, Con +8, Int –2, Wis –4, Cha –2.

Special Qualities: A corrupted creature has all the special qualities of the base creature, plus the following special qualities.

Darkvision (Ex): 60 feet.

Fast healing (Ex): A corrupted creature heals an amount of damage equal to half the base creature's HD (maximum 10) each round, so long as it has at least 1 hit point.

Immunities (Ex): A corrupted creature is immune to disease and poison.

Resistance (Ex): A corrupted creature has resistance to acid 10.

Advancement: Same as the base creature.

Level Adjustment: Same as the base creature +5.

Toxic Ooze

A disgusting blob of glowing green slime bubbles and churns, while it pits the floor with its vile slime. Its seething gelatinous body steams with an acrid vapor.

TOXIC OOZE **CR 3**

Always N Medium ooze

Init –3; **Senses** blindsight 60 ft.; Listen –5, Spot –5

AC 7, touch 7, flat-footed 7 (–3 Dex)

hp 34 (3 HD)

Immune acid, ooze traits

Fort +7, **Ref** –2, **Will** –4

Speed 20 ft. (4 squares)

Melee slam +4 (1d6+2 plus 1d6 acid)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options acid, viscous slime

Abilities Str 14, Dex 5, Con 23, Int —, Wis 1, Cha 1

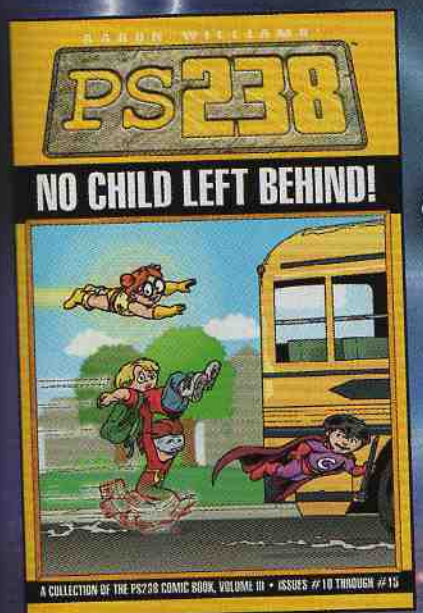
SQ toxic fumes

Advance 4–6 HD (Medium); 7–9 HD (Large)

Level Adjustment —

Acid (Ex) A toxic ooze's slam attack deals an additional 1d6 points of acid damage against both the creature struck and any armor worn. Creatures also take this extra damage when attacking the ooze with natural weapons or unarmed strikes, as do any weapons used to strike the ooze. Flesh, wood, and metal are all vulnerable, although stone and glass are not. Against vulnerable materials, toxic ooze acid ignores up to 5 points of object hardness. Other materials are immune. Creatures affected by a toxic ooze's acid must also save against its viscous slime (see below).

Viscous Slime (Ex) The acid of a toxic ooze is very sticky. Any creature or object damaged by a toxic ooze's acid



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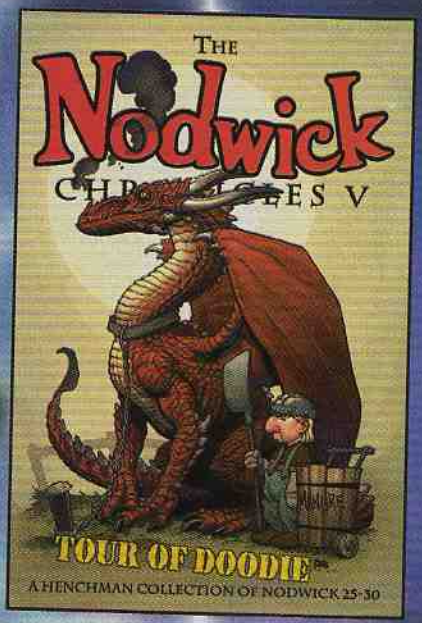

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- Randy Lander, The Fourth Rail

must make a DC 17 Reflex save or have a blob of the acid stick, dealing an additional 1d6 points of acid damage per round for the next 1d4 rounds. A creature may spend a full-round action to scrape the viscous slime from itself or an object in its possession, gaining a new Reflex save to throw off the effect at a +4 bonus. The save DC is Constitution-based.

Toxic Fumes (Ex) Toxic oozes exude acidic fumes that act as an inhaled poison. Creatures within 5 feet of a toxic ooze must make a DC 17 Fortitude save or become sickened for 1 minute and take 1 point of Constitution damage. There is no secondary damage. Successful or not, a creature must save against this ability no more often than once per minute of exposure. The save DC is Constitution-based.

Formed in the waste of alchemical experiments and mass potion-making gone bad, most toxic oozes start their lives in sewers or vats. Typical oozes begin as oblong puddles, but the oldest of specimens form large waves of caustic goo. Coloration varies based on the chemicals that make up their bodies: green is most common, but yellow, brown, red, and even mauve versions have been sighted.

Strategy and Tactics

Toxic oozes flail about with pseudopods or just ram their whole bodies into whatever is nearby and moving. While mindless, some have developed a strange knack for hiding in overhead sewer drains or access tunnels, falling on and dissolving anything that wanders below.

Sample Encounter

Toxic oozes have no bonds with one another and are rarely found together unless they are near the area that spawned them. In rare circumstances, they can be found together after just having split into two individual oozes.

Sewer Slime (CR 7): The sewers underneath most cities are vast labyrinthine complexes of twisting tunnels and fetid pools of waste and runoff. Workers are often paid to maintain and expand these sewers to ensure the sanitary conditions of the streets above. Finding such workers has become incredibly difficult in light of recent events. Four sewer workers have gone missing over the past few weeks, leaving behind no sign. The rest of the workers refuse to go back to their job until the danger is abated. What no one knows is that a lone toxic ooze has formed in the sewers from the waste of a failed attempt to create a flesh golem. It has since consumed a great deal of material, including the four missing workers, and has split into four different oozes, each prowling the depths. Characters who go below to investigate the problem might find that the infestation is harder to clear than first expected. If even one ooze is allowed to live, the problem will return again after a time.

Ecology

As a creation of failed experimentation, toxic oozes are not part of the natural cycle. They spend most of their time consuming organic matter while slowly growing in size. Most dwell in areas where alchemical byproducts are dumped, leaving only when food becomes scarce. Toxic oozes do not reproduce, but a toxic ooze that reaches Large size sometimes splits into two identical Medium oozes if food is plentiful.

Typical Physical Characteristics: A toxic ooze is a vividly-colored puddle of goo roughly 4 feet in diameter. Due to is mutable form, it can flow into and take nearly any shape.

Alignment: As a mindless creature, all toxic oozes are neutral.

Treasure: Toxic oozes do not value treasure and devour anything not made of stone or glass. As such, few things of value are ever found in an area scoured by a toxic ooze.

LEGACIES OF ANCIENT EMPIRES

PLANETOUCHED OF FAERÛN

by Eric L. Boyd • illustrated by Tomas Giorello

All manner of creatures make Faerûn their home: some strange and magical, others terrifying and fierce, and still others from planes beyond the mortal world. Collectively, these creatures of the distant planes are called planetouched. While most planetouched are aasimar (a mixture of human and celestial bloodlines), genasi (a mixture of human and elemental bloodlines), or tieflings (a mixture of human and fiendish bloodlines), other varieties exist. Many of the other planetouched races found in the FORGOTTEN REALMS do not have dominant human bloodlines, resulting instead from a mixture of some other humanoid race and a specific outsider race. Baphitaurs (from *Underdark*), commonly found in the Labyrinth of the Northdark, magically combine minotaur, human, ghour, and goristro bloodlines and owe their existence to Netherese arcanists in what is now the Dungeon of the Ruins. Fey'ri (from *Races of Faerûn*), sometimes found in the High Forest of the North, are the descendants of Siluvanedenn gold elves consorting with succubi and incubi. Tanarruk (from *Races of Faerûn*), commonly found in the Greypeaks and Nether Mountains of the North, are a race of deliberately created demon-orc warriors.

Some of the most prominent examples of variant planetouched races found on Faerûn are the fruit of ancient empires that dabbled in magic, explored other planes, or served under immigrants from distant worlds. This article presents four new planetouched races—legacies of Faerûn's ancient empires: azerbloods, celadrins, d'hin, and worghests.

PLANETOUCHED, AZERBLOOD

This creature resembles a dwarf in height and build but lacks a beard or body hair. His skin looks like brass and even has a metallic sheen, his unkempt flame-red hair dances like real fire, and his red irises flicker like candles. He wears a highly polished brass kilt.

Azerblood, 1st-level warrior **CR 1**
Usually LN Medium outsider (native)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Dwarven, Ignan

AC 16, touch 10, flat-footed 16
(+4 armor, +2 shield)
hp 6 (1 HD)
Resist fire resistance 10
Fort +4, **Ref** +0, **Will** –1 (+1 against heat and fire; +2 against poison; +2 against spells and spell-like abilities)

Speed 30 ft. (6 squares)
Melee dwarven waraxe +4 (1d10+2/×3)
Ranged spear +1 (1d8+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Spell-Like Abilities (CL 1st):
1/day—*heat metal* (DC 10)

Abilities Str 15, Dex 11, Con 14, Int 10, Wis 9, Cha 6
SQ azerblood traits, forged
Feats Weapon Focus (dwarven waraxe)

Skills Appraise +2 (+4 for fire, stone, and metal items), Craft (metalworking) +2 (+4 for fire, stone, and metal items), Listen +1, Spot +1

Possessions dwarven waraxe, large steel shield, scale mail

Forged (Ex) An azerblood gains a +1 bonus on all saving throws against heat and fire spells and effects. This bonus increases by +1 for every five additional levels the azerblood attains.

Heat Metal (Sp) An azerblood can cast *heat metal* (DC 10) once per day. Caster level equal to character level. The save is Charisma-based.

Descended from shield dwarves and azers, azerbloods are generally unfriendly and taciturn, proud and unafraid to take action.

Most azerbloods encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

The azerblood presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Strategy and Tactics

Azerbloods are experts in combat, effectively using their environment and executing well-planned group attacks. They often use fire magic in fights, particularly if one or more of their number is a cleric or sorcerer. If they have time to prepare, they might build fire pits or other traps involving burning oil. In addition to the dwarven waraxe and thrown hammer, azerbloods also use warhammers, picks, and spears.

Ecology

Azerbloods live in small communities, often by themselves in otherwise deserted cave complexes or within larger dwarven cities and enclaves. Azerbloods speak Dwarven and Ignan. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) also know the Common tongue.

While they favor Gorm Gulthyn or Dumathoin, azerbloods revere the entire dwarven pantheon.

Environment: Azerbloods tend to live with dwarves, often in temperate mountains.

Typical Physical Characteristics: Azerbloods vary widely in their appearance, although in general form they resemble shield dwarves with metallic brass-colored skin, flame-red hair, and irises that appear to dance like tiny flames. They favor little clothing other than azer kilts of brass, bronze, or copper, but they don heavier armor when they expect combat.

Alignment: Like their dwarven cousins, azerbloods strongly favor the rule of law and the predictability it provides. From their azer ancestors they gain a level of detachment from the debate of good versus evil.

Treasure: Azerbloods tend to keep their wealth in coins and—especially—trade goods.

In the Realms

Azerbloods are most common in the Small Teeth mountains of western Amn, as most are members of the remnants of Clan Azerkyn, which once ruled the southern caverns of the Adamant Kingdom of Xothaerin. Individual azerbloods can also be found in shield dwarf clans dwelling in the mountain ranges that lie near the Lake of Steam.

Azerbloods are treated as shield dwarves for purposes of determining available regions, as discussed in the *Player's Guide to Faerûn*. They may also take the Bloodline of Fire feat (detailed in the *Player's Guide to Faerûn*).

Azerbloods as Characters

Azerbloods possess the following racial traits.

— +2 Strength, +2 Constitution, –2 Charisma.

— Medium size.

— Azerblood base land speed is 30 feet.

— Dwarven Blood: For all special abilities and effects, an azerblood is considered a dwarf.

— Darkvision out to 60 feet.

— Fire resistance 10.

— Weapon Familiarity: Azerbloods may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

— Stability: An azerblood gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

— +2 racial bonus on saving throws against poison.

— +2 racial bonus on saving throws against spells and spell-like abilities.

— +1 racial bonus on attack rolls against mephits (fire, magma, and steam only) and salamanders.

— +4 dodge bonus to Armor Class against monsters of the giant type.

— Racial Skills: +2 racial bonus on Appraise checks that are related to fire, stone, or metal items. +2 racial bonus on Craft checks that are related to fire, stone, or metal.

—*Heat metal*: An azerblood can cast *heat metal* once per day. Caster level equal to character level. The save is Charisma-based.

— Forged: An azerblood gains a +1 bonus on all saving throws against heat and fire spells and effects. This bonus increases by +1 for every five additional levels the azerblood attains.

— Automatic Languages: Common, Dwarven, Ignan. Bonus Languages: Giant, Gnome, Goblin, Orc, Undercommon.

— Favored Class: Fighter.

— Level Adjustment: +1.

PLANETOUCHED, CELADRIN

This creature looks like an elf with flame-red hair, bronze skin, and golden eyes. She wears light, breezy silk garments interlaced with silver and gold.

Celadrin, 1st-level Warrior **CR 1**
Usually CG Medium outsider (native)
Init +0; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Celestial, Common, Elven

AC 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield)
hp 4 (1 HD)
Resist fire resistance 10
Fort +2, **Ref** +1, **Will** –1; (+2 bonus against enchantment spells or effects)

Speed 30 ft. (6 squares)
Melee longsword +0 (1d8–1/19–20)
Ranged longbow +3 (1d8–1/×3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +0
Spell-Like Abilities (CL 1st):
1/day—*scorching ray* (ranged touch +1)

Abilities Str 9, Dex 13, Con 10, Int 10, Wis 8, Cha 15
SQ Celadrin traits, melodious voice
Feats Weapon Focus (longbow)
Skills Craft (any) +2, Listen +3, Perform (sing) +8, Search +2, Spot +3
Possessions longsword, large wood shield, studded leather

Fiery Gaze (Sp) A celadrin can cast *scorching ray* once per day. Caster level equals class levels.

Melodious Voice (Su) A celadrin has a captivating voice, capable of influencing NPC attitudes. Celadrins receive a +1 racial bonus on Diplomacy checks made to influence the attitude of a nonplayer character or on wild empathy checks made to influence the attitude of an animal or magical beast. This bonus rises to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level.

Skills A celadrin has a +4 racial bonus on Perform (sing) checks and a +2 racial bonus on Listen, Search, and Spot checks.

Celadrins are a race of planetouched descended from the unions of elven worshipers of Hanali Celanil and eladrins (usually firre) consummated during summer solstice revels. Most celadrins encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

The celadrin presented here had the following ability scores before racial adjustments: Str 9, Dex 11, Con 12, Int 10, Wis 8, Cha 13.

STRATEGY AND TACTICS

Celadrins are cautious warriors who take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantages by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies lay dead.

They prefer longbows, shortbows, rapiers, and longswords. In melee, celadrins are graceful and deadly, using complex maneuvers beautiful to observe. Their wizards often use *sleep* spells during combat because

such magic does not affect other elves or celadrins.

ECOLOGY AND SOCIETY

Celadrins typically live among gold elves, although some wander the world a few decades before settling down with other types of elves. They speak Celestial and Elven. Most celadrins who travel outside their temples (as guardians or wandering troubadours) learn the Common tongue.

Celadrins prefer to live in elven communities with prominent temples of Lady Goldheart. Most celadrins venerate Hanali Celanil and honor the rest of the Seldarine.

Environment: Celadrins typically live in the temperate forests of their elven kin.

Typical Physical Characteristics: Celadrins usually resemble gold elves with flame-red hair, bronze skin, and gold eyes. They favor radiant garments, often diaphanous silks woven with threads of silver and gold.

Alignment: Like full-blooded elves, celadrins enjoy the gentler aspects of freedom and chaos, as represented by the alignment chaotic good.

Treasure: In addition to their gear, celadrins carry the standard amount of gear for their challenge rating. They tend to carry their wealth in elaborately carved jewelry and bright gemstones rather than coins.

IN THE REALMS

Not uncommon in the forests of Cormanthor, most celadrins trace their ancestry back to the height of Myth Drannor. Since the Weeping War, many celadrins have settled in Deepingdale and the forests surrounding Lake Sember. Celadrins are found in other elven communities where the church of Hanali Celanil plays a prominent role, including Evereska and Evermeet. They are usually strongly associated with the arts, either as craftsmen, performers, or guardians thereof.

Celadrins are treated as gold elves for purposes of determining available regions, as discussed in the *Player's Guide to Faerûn*.

CELADRINS AS CHARACTERS

Celadrins possess the following racial traits.

—+2 Dexterity, –2 Constitution, +2 Charisma.

— Medium size.

— Celadrin base land speed is 30 feet.

— Elven Blood: For all special abilities and effects, a celadrin is considered an elf. Celadrins, for example, can use elven weapons and magic items with racially specific elven powers as if they were elves.

— Darkvision out to 60 feet.

— Fire resistance 10.

— Immunity to *sleep* spells and effects.

— Weapon Proficiency: Celadrins are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.

— Racial Skills: Celadrins have a +4 racial bonus on Perform (sing) checks and a +2 racial bonus on Listen, Search, and Spot checks. A celadrin who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

—Fiery gaze: A celadrin can cast *scorching ray* once per day. Caster level equals class level.

—Melodious voice: A celadrin has a captivating voice, capable of influencing NPC attitudes. A celadrin receives a +1 racial bonus on Diplomacy checks made to influence the attitude of a non-player character or on wild empathy checks made to influence the attitude of an animal or magical beast. This bonus rises to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level.

— Automatic Languages: Celestial, Common, Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.

— Favored Class: Bard.

— Level Adjustment: +1.

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ERIC L. BOYD

PLANETOUCHED, D'HIN'NI

This bald creature looks like a tall halfling with darker skin. He wears loose-fitting clothes made of cotton and silk with multiple earrings hanging from his ears. He bears a stern and disapproving look.

D'hin'ni, 1st-level Warrior **CR 1**
Usually CN Small outsider (native)
Init +2; **Senses** darkvision 60 ft.; Listen +3, Spot –1
Languages Auran, Common, Halfling

AC 17, touch 15, flat-footed 13 (+1 size, +2 Dex, +3 armor, +1 shield)
hp 3 (1 HD)
Resist acid 5, electricity 5
Fort +2, **Ref** +3, **Will** +0

Speed 20 ft. (4 squares)
Melee scimitar +1 (1d4–1/18–20/x2)
Ranged sling +6 (1d3–1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** –5
Spell-Like Abilities (CL 1st):
At will—*prestidigitation*
1/day—*gust of wind* or *whispering wind* or *wind wall* (DC 14)

Abilities Str 9, Dex 15, Con 8, Int 10, Wis 9, Cha 14
SQ air mastery, d'hin'ni traits
Feats Weapon Focus (sling)
Skills Climb +2, Hide +3, Jump +2, Listen +3, Move Silently +3
Equipment scimitar, large wooden shield, studded leather

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a d'hin'ni.

D'hin (singular d'hin'ni) are a race of planetouched descended from lightfoot halflings and djinn. They are generally impulsive and somewhat flighty, unable to concentrate on a single task for more than a moment. Most d'hin encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

The d'hin'ni presented here had the following ability scores before racial adjustments: Str 9, Dex 13, Con 8, Int 10, Wis 11, Cha 12.

STRATEGY AND TACTICS

D'hin prefer to fight defensively, usually sniping with ranged attacks as a foe approaches. They rely heavily on hit-and-run tactics, very much like those of halflings, but they place more emphasis on mobility and less on cover and concealment.

ECOLOGY AND SOCIETY

D'hin live among halflings and fill all the myriad roles of their pureblooded kin, although they do tend more toward the study of magic than true halflings. D'hin speak Auran and Halfling, while those who travel outside halfling lands (as traders, mercenaries, or adventurers) also learn the Common tongue.

Most venerate Brandobaris or Shaundakul, although the entire halfling pantheon (including Tymora) is revered.

Environment: As they tend to live among halflings, d'hin usually make their homes on warm plains.

Typical Physical Characteristics: D'hin vary widely in their appearance, but adult males are universally bald and females wear their dark hair long. They tend to stand a little taller than halflings, but not so tall as to be mistaken as dwarves. Most favor comfortable, loose-fitting clothes made of cotton or silk.

Alignment: From their halfling ancestors d'hin retain a certain amount of disinterest in moral or ethical debates, but from the djinn they keep a level of capricious unpredictability. Most, then, are represented by the chaotic neutral alignment.

Treasure: D'hin possess the finest scimitars, curved daggers, and ornate clothing they can afford. Jewelry, especially earrings, figures prominently in their personal possessions as well. D'hin carry the standard amount of wealth for their challenge rating.

IN THE REALMS

D'hin trace their ancestry back to halfling slaves of the Calim Empire and their djinn overseers. Persecuted by the genie-hating humans of early Coramshan, the d'hin fled northward into the Calishar Emirates as part of the great halfling migration. Today, d'hin are most common along the Sword Coast, concentrated in halfling communities in Calimshan, the Purple Hills of Tethyr, the eastern shore of Lake Esmel, the Sunset Vale, and in the vicinity of Secomber.

D'hin are treated as lightfoot halflings for purposes of determining available regions, as discussed in the *Player's Guide to Faerûn*.

D'HIN AS CHARACTERS

D'hin possess the following racial traits.

— +2 Dexterity, +2 Charisma, –2 Wisdom.

— Small size. +1 bonus to Armor Class, +1 bonus to attack rolls, +4 bonus to Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— D'hin'ni base land speed is 20 feet.

— Halfling Blood: For all special abilities and effects, a d'hin'ni is considered a halfling.

— Darkvision out to 60 feet.

— +1 racial bonus on all saving throws.

— +2 racial bonus on attack rolls with thrown weapons and slings.

— Racial Skills: +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.

— Air mastery: Airborne creatures take a –1 penalty on attack and damage rolls against a d'hin'ni.

— Spell-like Abilities: D'hin can cast *prestidigitation* at will. They can also cast *gust of wind*, *whispering wind*, or *wind wall*, once per day. Caster level equal to character level. The save is Charisma-based.

— Automatic Languages: Common, Halfling, Auran. Bonus Languages: Dwarven, Elven, Gnome, Goblin, Orc.

— Favored Class: Sorcerer.

— Level Adjustment: +1.

PLANETOUCHED, WORGHEST

This blue-gray creature resembles a hirsute goblin with a short lupine snout, sharp teeth, and blue-hued hair. Its orange eyes glow with unconcealed fury. The being wears a ragged leather loincloth and a rough hide cloak.

Worghest, 1st-level Warrior **CR 1**
Usually LE Medium outsider (native, shapechanger)
Init +2; **Senses** darkvision 60 ft., scent; Listen +3, Spot –1
Languages Common, Infernal, Worg

AC 16, touch 12, flat-footed 14 (+2 Dex, +3 armor, +1 shield)
hp 4 (1 HD)
Resist acid 5, electricity 5
Fort +2, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)
Melee morningstar +3 (1d8+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Abilities Str 15, Dex 14, Con 10, Int 9, Wis 11, Cha 6
SQ change shape, feed
Feats Track[B], Weapon Focus (bite)
Skills Hide +1, Listen +1, Move Silently +3, Spot +1, Survival +0
Equipment Morningstar, hide armor, light wooden shield

Change Shape (Su) A worghest can assume the shape of a wolf as a standard action. In wolf form, a worghest gains a bite attack. Worghests may also take feats requiring the druid's wild shape ability as a prerequisite.

Feed (Su) When a worghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic. A worghest gains the effects of a *death knell* when it feeds in this manner, using the creature's HD as the caster level.

Skills A worghest has a +4 racial bonus on Move Silently checks and Track checks made to track by scent in wolf form.

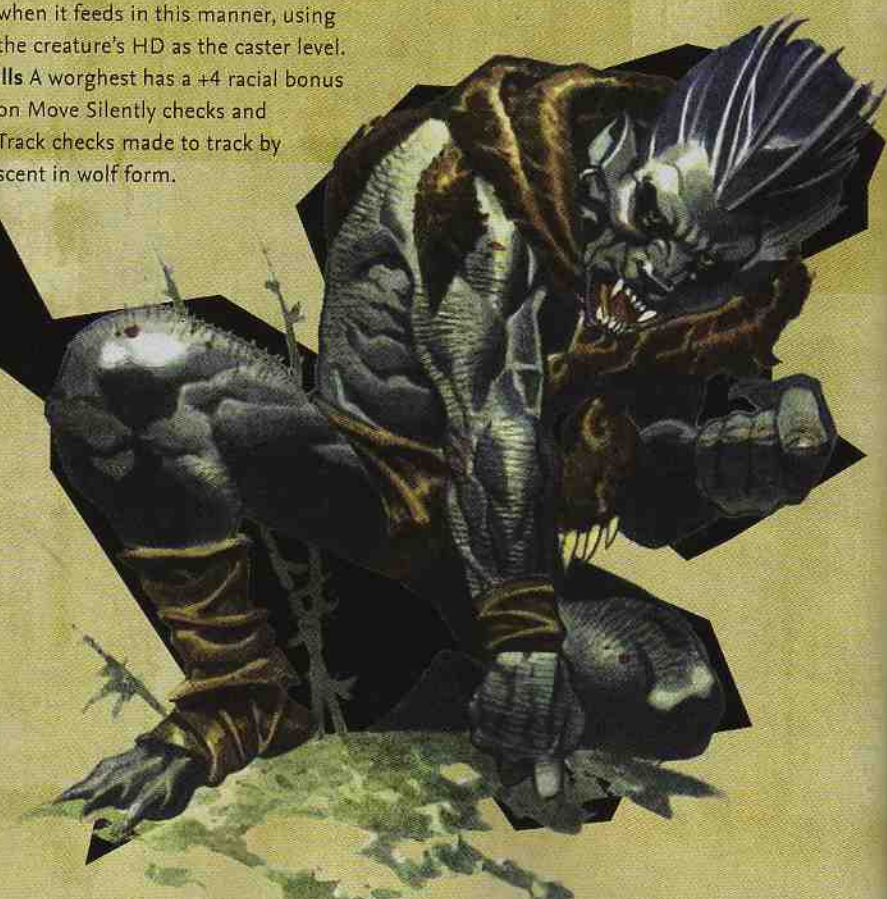
When in wolf form, a worghest has the following changed statistics:
AC 12, touch 12, flat-footed 10 (+2 Dex)
Speed 50 ft. (10 squares)
Melee bite +4 (1d6+2)
Atk Options trip
SQ low-light vision
Skills Survival +0 (+4 to follow tracks)

Worghests are a race of planetouched descended from barghests and goblins. They are generally cowardly, finding courage only in packs and when attacking from ambush. Most worghests encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

The worghest presented here had the following ability scores before racial adjustments: Str 13, Dex 12, Con 10, Int 9, Wis 11, Cha 8.

STRATEGY AND TACTICS

Worghests can bite in wolf form. Although they love killing, they have little stomach for direct combat and attack from ambush when possible.



ECOLOGY AND SOCIETY

Living among orcs and goblinoids, worghests demand—and receive—respect and fear from their pure-blooded cousins. Despite often being the most powerful warriors in a tribe, worghests rarely attempt to become leaders—they prefer to live more freely than leadership positions allow. Worghests speak Infernal and Worg. Most who travel outside their packs (as raiders, mercenaries, or adventurers) know the Common tongue.

Most worghests venerate Malar or deities of the goblin pantheon.

Environment: Worghests live with their surface-dwelling kin on wide temperate plains or within safely hidden confines among equally temperate hills.

Typical Physical Characteristics: Worghests vary widely in their appearance, although in general form they resemble hairy goblinoids with sharp teeth within wolflike snouts and hair of any blue shade. Worghests' eyes glow orange when they become excited. They favor hides as clothing, but often wear loincloths or nothing at all.

Alignment: Barghests typically possess powerful personalities—particularly when compared to orcs and goblinoids. As such, their descendants take on many of their personality traits, including a penchant for advancing within a group by playing within the rules and laws of the area.

Treasure: In addition to their armor and their weapons, worghests carry the standard amount for creatures of their CR, usually in coins and gems.

IN THE REALMS

Worghests are most common around the Mines of Tethyamar—north and west of the Desertmouth Mountains—as many descend from the barghests that overran these dwarven holdings. Individual worghests also appear in goblin tribes across Faerûn that were led by barghests in generations past.

Worghests are treated as goblins for purposes of determining available regions, as discussed in the *Player's Guide to Faerûn*.

WORGHESTS AS CHARACTERS

Worghests possess the following racial traits.

— +2 Strength, +2 Dexterity, –2 Charisma.

— Medium size.

— Worghest base land speed is 30 feet. In wolf form, base land speed is 50 feet.

— Darkvision out to 60 feet.

— Low-light vision.

— Scent.

— Racial Skills: Worghests have a +4 racial bonus on Move Silently checks.

— Racial Feat: A worghest gains Track as a bonus feat.

— Change Shape: A worghest can assume the shape of a wolf as a standard action. In wolf form, a worghest gains a bite attack. Worghests may also take feats requiring the druid's wild shape ability as a prerequisite.

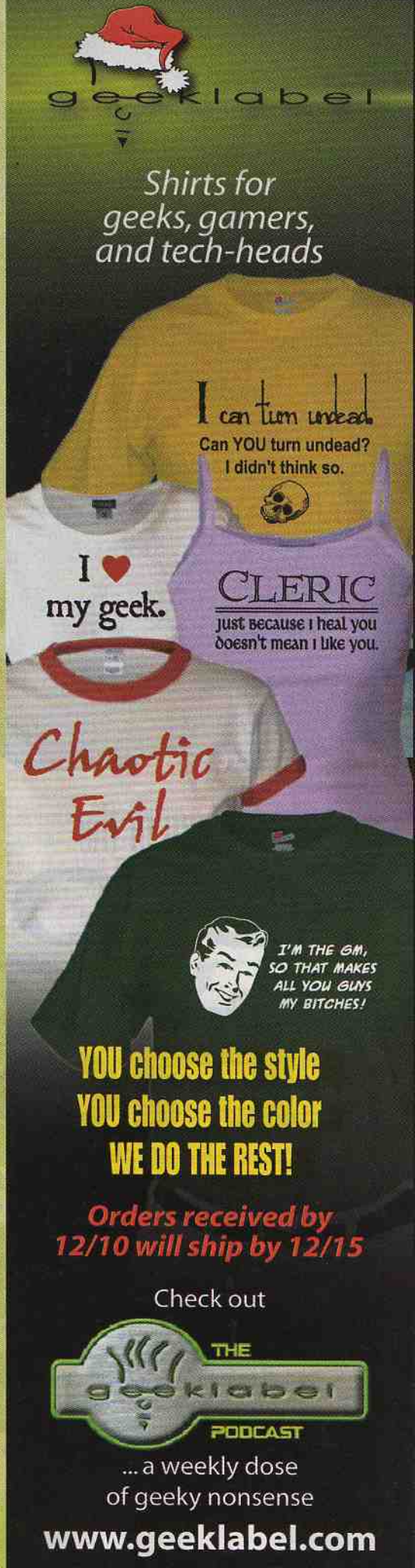
— Feed: When a worghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic. A worghest gains the effects of a *death knell* when it feeds in this manner, using the creature's HD as the caster level.

—Trip (in wolf form only): A worghest in wolf form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

— Automatic Languages: Common, Infernal, Worg. Bonus Languages: Giant, Goblin, Ogre, Orc.

— Favored Class: Ranger.

— Level Adjustment: +2.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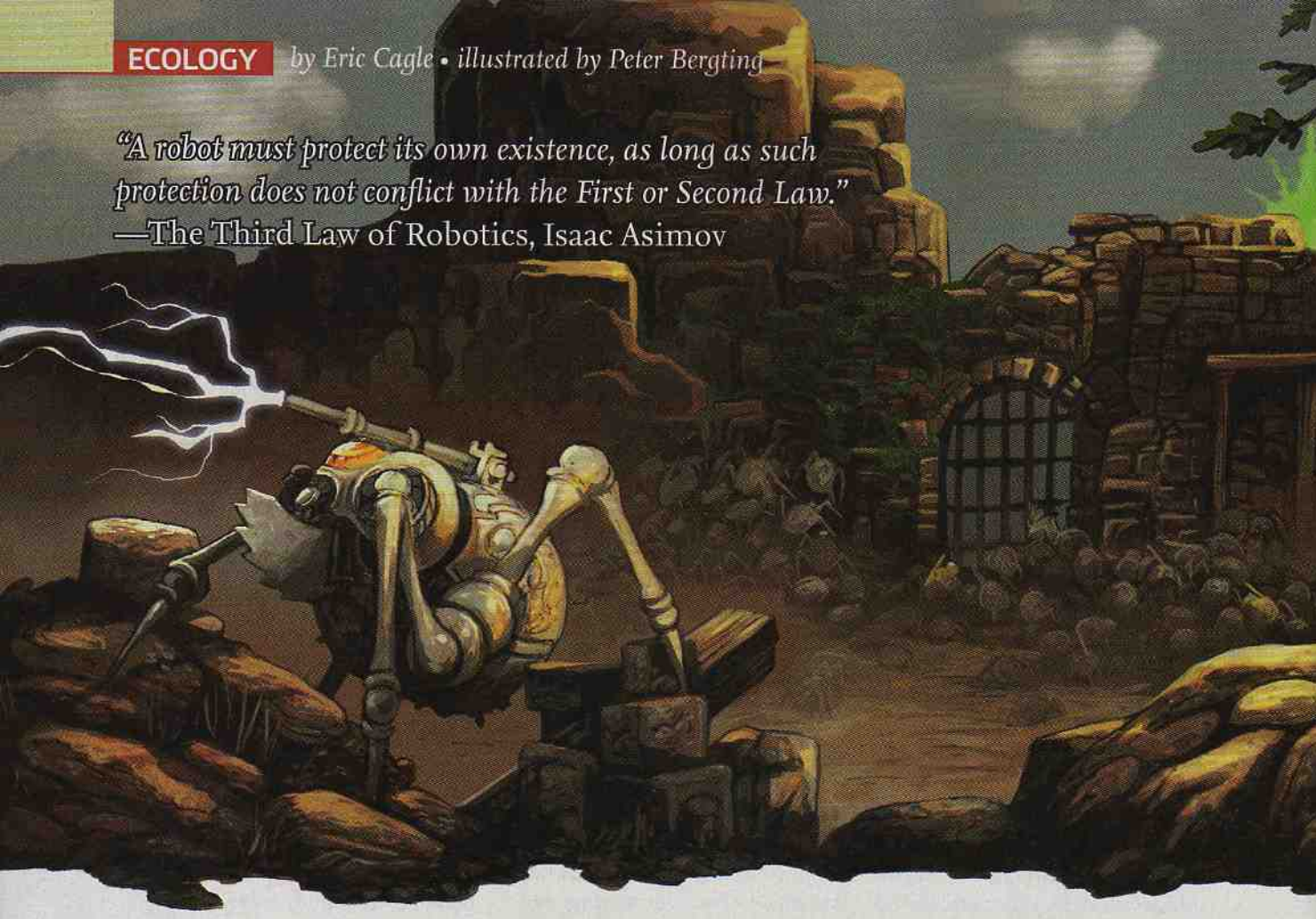
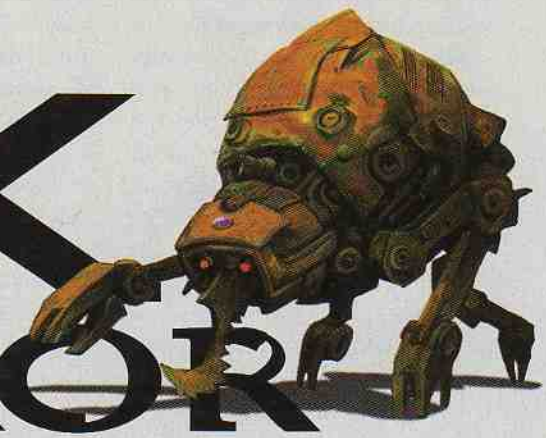
"A robot must protect its own existence, as long as such protection does not conflict with the First or Second Law."
—The Third Law of Robotics, Isaac Asimov



the Ecology of the CLOCKWORK HORROR



Those races that create mechanical life do so to make loyal warriors, servants, and laborers. Few of these constructs possess any real intellect, much less individuality or free will. There does exist, however, a race of constructs do that pursues its own agenda—to raze the landscape and spread its cold, metallic kind. As these constructs not communicate with anyone but themselves, other races gave them the name clockwork horrors. Merciless, driven, and unstoppable, they possess a strict hierarchy, organized to kill, destroy, and render down resources to bolster their numbers with cold efficiency. They are a mechanical plague upon the living worlds of the Material Plane and possess no greater mandate than the destruction of all they encounter.

History of the Clockwork Horror

As clockwork horrors never speak with other creatures, their history, motivations, desires, and thoughts remain forever hidden. Beyond rumors of scoured worlds and lifeless spheres, few even believe these beings exist outside the realms of morbid myths and crazed doomsaying. Yet, survivors of the grinding metal apocalypse that is a clockwork horror invasion pass on similar rumors about the rapacious machines' origins and ultimate intents. Or, at least, those who retain their sanity do.

These tales begin with an ancient people known only as the "Lost Ones." Wizards, scholars, and innovators, these explorers of far-flung mysteries traveled all across their world, then beyond to the planes themselves. Possessed of insatiable curiosity, the Lost Ones discovered things both wonderful and terrible in their travels, learning what they could and returning home to share their discoveries and improve the lives of their people.

One artificer, inspired by the creatures of Mechanus, took it upon himself to craft a mechanical servant, an adamantine construct of such intricacy as to rival the inevitables of the Clockwork Nirvana. Weaving powerful spells about the contraption, the masterful Lost One inventor bestowed intelligence and great magical abilities upon the thing, granting it life.

In gratitude for its creation, the adamantine machine's first act was to destroy its maker.

Taking control of its inventor's vast and secluded magical workshop, the adamantine horror set to work creating allies to defend it from all threats—which, from its early experiences, it considers all organic life. Within a span of decades it created a host of mechanical servants, each akin to itself in abilities and form but lacking free will, totally enslaved to its cold intellect. When their adamantine master deemed it time, legions of platinum, gold, and lesser horrors flooded the world of the unsuspecting Lost Ones. No defense garnered from countless worlds or planes could turn back the armies of these mechanical monstrosities, and while the Lost Ones fled their conquerors scavenged the ruins of their cities and nations for metal, using it to swell their teeming ranks. In the end, the Lost Ones were either eradicated or scattered to unexplored planes, their home consumed by the voracious grinding of metal gears.

While the death of an entire world is tragic beyond measure, the threat of the clockwork horrors might have been contained were it not for the intervention of another kind of evil. When a spidership—a star-faring vessel of neogi slavers—landed upon the ruin of the Lost Ones' world in search of captives, the cruel neogi were intrigued by the race of mechanical insects they discovered. The clockwork horrors ignored the neogi until the aberrant visitors attempted to take a number of the constructs back to their vessel. Reacting to the danger as one, hundreds of clockwork horrors attacked the neogi, destroying the slavers and their captive cargos, ultimately claiming the spidership as their own. Under the direction of the adamantine horror, the constructs unraveled the technology of the neogi spidership, providing them with the ability to ply the stars. Some rumors say that, in thanks for their gift, the neogi's lost home world was the first to fall to the gears of their beneficiaries' mechanical war machine.

None know how many worlds have fallen to incursions by clockwork horrors. Only sightings of strange meteors and rumors of metal insects precede an onslaught of clockwork invaders.

KNOWLEDGE OF THE CLOCKWORK HORROR

The following table shows the results of a bardic knowledge or Knowledge (arcana) check as it relates to clockwork horrors. As these constructs refuse to communicate with other beings, any information typically comes from first-hand accounts and magical deductions made by planar sages, doom-saying prophets, and travelers from the stars. Characters can learn more about a specific type of clockwork horror's special attacks by making a Knowledge (arcana) check with a DC of 15 + the horror's CR.

The clockwork horror appears on page 47 of the *Monster Manual II*. The 3.5 update and additional information about these creatures can be found in the downloads sections of **wizards.com/dnd**.

Knowledge (arcana)

DC	Result
14	Clockwork horrors are intelligent, insectile constructs that destroy everything in their path. They possess a rigid hierarchy denoted by their component metal—the more precious the metal, the more powerful the horror.
19	Clockwork horrors possess a single, linked mind, allowing them all to stay in constant communication with one another. Their face-mounted saws function as magical weapons.
24	Clockwork horrors are susceptible to the effects of a *shatter* spell, which blinds them for a short period of time.
29	Supposedly, a single adamantine horror leads the entire clockwork horror race. It is thought that destroying this leader might cause its minions to shut down.

Clockwork horrors now undoubtedly travel the dark places of the heavens and, unobserved, increase their numbers in the hidden depths of countless worlds. There they prepare, massing to sweep aside all that is soft and weak, harvesting the materials necessary to multiply their ranks and spread, like a clockwork contagion, to the next, unsuspecting world.

PHYSIOLOGY OF THE CLOCKWORK HORROR

Clockwork horrors are so named because their internal workings are made up of a complex array of gears, screws, pistons, and other machinery. Externally, a clockwork horror resembles a four-legged, mechanical beetle with a body about 2 feet in diameter. Although every clockwork horror possesses a tough frame of base metal, such as iron or steel, each is covered with a thin precious or semi-precious carapace, often etched with obscure symbols. Copper and electrum horrors have very simple, almost blocky craftsmanship, while gold and platinum horrors bear elaborate swirls and other embellishments. Every clockwork horror boasts a large gem embedded on top of its head. This is one of the few parts of a clockwork horror that shows some form of individualism, as no two gems are exactly alike in shade or cut, although the colors are the same among members of the same variety: purple for copper horrors, green for electrum, blue for gold, yellow for platinum, and red for adamantine. A serrated mechanical saw sits in place of a natural insect's mandibles—the more powerful the horror, the more complex and magically enhanced the saw. Copper and electrum horrors also possess small compartments in their bulbous bodies where they store raw materials, carrying them back to the main group for processing into new clockwork horrors (see the "Creating a Clockwork Horror" sidebar). Gold and platinum horrors contain special machinery that "exudes" processed metal in order to create new horrors.

Clockwork horrors are capable of defending themselves in a variety of ways. The worker caste, copper horrors, possess powerful pinchers, as useful for fine manipulation as for battle. Electrum horrors come equipped with steam-powered pressure dart launchers, often called spring casters, built into their heads. The bodies of gold and platinum horrors bear special rods attached to the top of their carapaces, each resembling miniature cannons or magical wands, which can cast powerful *lightning bolts* at their enemies. The elusive adamantine clockwork horror possesses a similar wand, a weapon sometimes called the nightmare stick, capable of casting *disintegrate, implosion,* or *Mordenkainen's disjunction.*

Like other constructs, clockwork horrors cannot heal naturally. If a horror loses more than half its hit points, the others in its unit tear it apart after a battle and use its materials to create a new one. Less damaged horrors continue to function if possible, although they do not receive any special protection or concern from the others. Clockwork horrors subjected to a *shatter* spell are blinded for a short time but do not suffer the normal effects of the spell.

When destroyed, a clockwork horror's body fuses into a mass of melted metal and the gem on its head disintegrates. This metal, however, can be rendered down to make new horrors. For this reason, clockwork horrors strive to retrieve their destroyed brethren after a battle—a dead horror contains roughly a quarter of the unspoiled resources needed to make a new one. This diminishing return on supply ensures that the clockwork horrors must continually search for new sources of metals and gemstones.

Clockwork horrors communicate through two methods. First, they use their own unique language of short and long clicks, similar to but incredibly more complicated than that which some sailors use to communicate between ships at sea. As of yet, interpreting this language has proven impossible without magical aid. The second method employs their linked mind, which allows every clockwork horror within 10 miles of each other to remain in constant communication, meaning a unit of horrors thinks and acts almost as a single organism. So far, no one has been able to discover the source behind this linked mind ability—

CREATING A CLOCKWORK HORROR

Clockwork horrors exist solely to produce more of their kind. The creation of a new horror requires 200 pounds of iron or steel with which to make the main body, along with 100 pounds of a precious metal. Additionally, there must be a gemstone worth at least 100 gp, although the actual type does not matter. Gold or platinum horrors with these necessary materials can build new horrors (lesser clockwork horrors cannot). Creating a new horror takes three days—two days to craft the main body and a day to cover the carapace with the precious metal overlay and set the gemstone. In order to process the metal, the gold or platinum horror intakes the raw material and exudes it in easily worked strands, much as a spider spins a web. Gold horrors can create copper and electrum horrors, while platinum horrors can create gold and lesser horrors. Four platinum horrors can band together in order to create a new platinum horror—this process requires a week, rather than three days. Despite the creation of bodies, no new clockwork horror is activated until the adamantine horror animates it, an act that supposedly it alone can perform (although some rumors hold that multiple specially made platinum horrors can also animate a new horror). The adamantine horror can activate any new horror body within 5 feet as a full-round action.

it is not based on magic, psionics, or any other energy known to scholars.

Clockwork horrors are powered by magical energy—the large gems in their heads acting as the main source. They do not eat, sleep, or rest, but a gold or superior clockwork horror must "recharge" lesser horrors at least once a month. The superior clockwork horror gives the inferior construct a minor jolt of electricity provided by the rod on its back. If a lesser clockwork horror fails to get this rejuvenating charge, it is affected as per the spell *slow* until it falls into torpor one week later. It remains inactive, effectively helpless, until it is struck by the equivalent of 6 points of electrical damage. If it receives this jolt, the clockwork horror immediately awakens and operates at full capacity. Because of this hibernation, clockwork horrors sometimes create reserves of lesser horrors as backups and reinforcements, awakening them to attack interlopers or to tear apart large caches of ore for processing. Gold and platinum horrors do not require these restorative charges, as they can create them themselves, and the adamantine horror is immune for more mysterious reasons. Clockwork horrors are aware of any shut-down horror within the 10-mile radius of their linked mind ability.

PSYCHOLOGY AND SOCIETY OF THE CLOCKWORK HORROR

Unlike most constructs, every clockwork horror possesses both intelligence and a certain amount of free will, although how much depends on the type. Copper horrors are virtually mindless and display the least amount of individuality and initiative. Electrum horrors are almost as lackluster, but they are a bit more curious, especially as their main function is to serve as scouts and assess potential resistance. Gold and platinum horrors possess the intellect and reasoning capability to act as true individuals, although even they are enslaved to the whims of the adamantine horror. Regardless, all horrors are utterly loyal and dedicated to the goals of their race. They follow the orders of their superiors without question. While copper and electrum horrors seem to have no compunctions about sacrificing themselves for the common good, gold and platinum horrors show greater caution and senses of self-preservation.

Clockwork horrors exist solely for the purpose of razing and stripping lands for their resources in order to create more of their kind. They are constantly on the move, looking for deposits of metal ore and gemstones. When they enter a new area, electrum horrors scout out a defensible location to establish a base of operation where copper horrors can process ore and gold and platinum horrors can create new horrors without interference—caves, ruined castles, and other protected areas being most appealing. Copper and electrum horrors collect large quantities of rock, ore, and metal in huge piles, which copper horrors then render down into small pieces for use by their superiors. Iron and steel are required in bulk, but clockwork horrors constantly seek caches or veins of copper, silver, gold, and platinum. This desire for ore is one of the reasons why settlements are targeted, as they usually possess concentrations of these metals—especially processed steel. Otherwise, clockwork horrors strip-mine huge swaths of territory, forcing each inch of ground to yield up every single scrap of metal and

THE ADAMANTINE HORROR

The adamantine horror is the supreme leader of all clockwork horrors. It is thought that only one exists, although interplanar travelers who encounter clockwork horrors sometimes report spotting adamantine horrors on different planes and separate worlds. Whether this means one exists per plane or that the reports are simply mistaken, no one knows. Also, while an adamantine horror's main mission of destroying territory to create other horrors is obvious, any other goals remain a mystery. The adamantine horror keeps the secrets of how its race's numbers are maintained and only it knows how to create the spark that animates the bodies of lesser horrors. Much as insects show no remorse or conscience when their comrades perish, though, neither does the adamantine horror appear to care how many of its "children" die in pursuit of the race's goals.

gemstone. When the horrors thoroughly exhaust all the resources of an area, the entire now-enlarged unit moves to a new territory and repeats the process over again.

Unless given specific orders to the contrary, clockwork horrors never venture farther than 10 miles away from the location of an immediate superior, thus allowing them to maintain constant contact with each other through their linked mind ability. If a copper or electrum clockwork horror finds itself outside the range of the linked mind without specific orders, it immediately returns to the last location where it had contact with the rest of the assembly. Gold and higher clockwork horrors enjoy a bit more willpower in this regard and make limited decisions on their own if they must. Groups of scouts might leave a lone gold horror behind when forced to travel beyond the reaches of their superiors' orders—this individual acting as a mindlink relay between the two groups.

The stratified hierarchy of clockwork horrors sometimes works to their disadvantage. If the top horror of a collective is destroyed, the others continue on their original mission, deferring to the orders of the next highest in command, albeit at a slower rate and in a more confused manner. As higher-ranking horrors typically gain farther-reaching goals, like "subjugate this region" or "create 100,000 new electrum horrors," they can often function for lengthy periods without receiving orders. If a clockwork horror completes its goals without receiving new orders it simply shuts down, furthering a gradual chain reaction down the hierarchy.

NEW CLOCKWORK HORROR

The clockwork horrors listed in the *Monster Manual II* are not the only versions known to exist. The lowliest, but most numerous, is the copper horror. These peons serve as workers and, in times of urgency, as fodder in battle. They show little in the way of intellect or initiative and spend most of their time rendering down metal, mining, moving debris, and hauling ore for processing. Despite their crude nature, copper horrors are fast and always appear in large numbers. Their carapace is covered with a dull copper layer, and copper horrors that spend too much time in the elements often bear streaks of verdigris on their joints. Superior horrors have no compunctions whatsoever about sending a copper horror into a situation that spells its doom, as long as it serves the rest of the race.

Besides copper horrors, warriorlike silver horrors are also known to exist, but they fill much the same role and have similar abilities to electrum horrors.

A rusting automaton shaped like a clockwork beetle clicks and whirs as it comes closer, the pinchers on its front legs snapping threateningly.

COPPER HORROR **CR 2**

Always LE Small construct

Init +1; **Senses** darkvision 60 ft., Listen +3, Spot +4

Languages Clockwork Horror, mindlink (10 miles)

AC 17, touch 12, flat-footed 16 (+1 size, +1 Dex, +5 natural)

hp 14 (2 HD)

SR 12

Immune electricity

Weakness *shatter*

Fort +0, **Ref** +1, **Will** +1

Spd 40 ft. (8 squares)

Melee razor saw +1 (1d6)

Base Atk +1; **Grp** –3

Spell-Like Abilities (CL 2nd) 1/day—shocking grasp

Abilities Str 10, Dex 13, Con —, Int 4, Wis 12, Cha 4

SQ construct traits, linked mind, spell vulnerability

Feats Toughness

Skills Listen +3, Spot +4

***Shocking Grasp* (Sp)** Once per day, a copper horror can generate a *shocking grasp* effect, allowing it to deal 2d6 points of electricity damage with a successful melee touch attack.

Linked Mind (Ex) All clockwork horrors within 10 miles of a gold, platinum, or adamantine horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed, none of them are. No clockwork horror in such a group is considered flanked, unless they all are.

Spell Vulnerability (Ex) A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

Journey to the Isle of Dread

by Stephen S. Greer and Gary Holian • illustrated by Ben Wootten • cartography by Robert Lazzeretti

As the savage tide rises and the stakes grow increasingly high, this article series presents you, the player, with the tips, tricks, and tools you need to avoid drowning in its treacherous waters. While the pages of DUNGEON present the DM with every cunning plot twist and vile monster needed to run the Savage Tide, DRAGON offers details and options to better resist the pull of its deadly undertow. This month's installment offers an overview of the journey across the open seas as well as tips for picking up replacement mariners and a new maritime affiliation.

ADVENTURE TIE

This installment of Savage Tidings links to "The Sea Wyvern's Wake," the third episode of the Adventure Path, presented in DUNGEON #141.

Regional Guide: The Pearl Sea

Much of what is known about the southern seas in recent times comes from the logs of captains unlucky enough to have been blown off course. Few northerners travel these waters willingly. Yet, this was not always the case. Centuries ago, the rulers of the Kingdom of Keoland, north of Sasserine, were known as the Explorer-Kings. Following their victory over the Necromancers of Toli, they often competed with the Overkings of the Great Kingdom for dominance of the Sea of Yar (now known as the Azure Sea). The Explorer-Kings were notorious for their wanderlust and they sponsored numerous expeditions to the far south. Many of the kings even led the voyages in person. It is from their travels that the people of the Flanaess have developed a general picture of the nature of the region, even if it is sometimes based more on legend than fact.

Olman Empire

Before the Great Migrations that created the nations of the north, the Densac Gulf—bounded by the Amedio Jungle in the west and the continent known as Hepmonaland in the east—was home to a far-flung collection of propserous city-states known as the Olman Empire. The Olman was a tribal

race with reddish-brown skin and straight black hair and eyes. Although considered primitive by the standards of the northern kingdoms, the Olman Empire was one of great complexity, wealth, and artistry. Yet with all of its sophistication the Olman worshiped savage and unyielding gods.

At their civilization's height more than a millennium ago, the Olman spanned the whole South and the vast island chains in between. Their culture endured for centuries, but the empire eventually collapsed after decades of enervating civil war, religious strife, foreign invasion, and in some cases supernatural tumult. The ruins of their cities, such as Tamoachan on the eastern peninsula of the Amedio Jungle, and other evidence of their culture remain spread across the region. The majority of the Olman reverted to the relatively primitive societies that have survived to today. They are a superstitious and highly insular folk who regard strangers with a combination of wonder, fear, and hostility. For those keen enough to find them, however, there remain pockets of higher civilization that still evoke their one-time greatness.

Suel Invasions

The dominant human population of the Densac Gulf remains the Olman, but between 950 and 1,050 years ago, Suel survivors of the Great War between the Suel and Baklunish Empires invaded the region in large numbers. Many of these bands of desperate refugees crossed the Hellfurnaces and entered the Amedio Jungle. Others traversed the lofty Crystalmists and the Sheldomar Valley to cross the waters as far as the archipelagos of the Pearl Sea. Unlike their brethren, who migrated to the north and built new prosperous civilized nations, these Suel fought and competed with the native Olman peoples for scarce resources and land. Many of the invaders devolved into savagery, and in some cases they merged with Olman natives to produce a hybrid culture known as the Amedi. Others strived to remain racially pure and turned to piracy and slavery, often raiding Olman coastal villages and other Suel settlements.

This remained the status quo until a new phase of Suel invasions began a few decades ago, this time coming from the northeast. The Tilvanot Peninsula north of the Densac Gulf was conquered and settled centuries ago by a quasi-religious order of Suel monks known as the Scarlet Brotherhood. The Brotherhood's dogma was steeped in racism and bent on world domination. The monks remained a secret in their homeland until embarking on a new phase of exploration and conquest. They constructed fleets of ships and began exploring the Densac Gulf in an orderly and ruthless fashion. They were the first Northerners to do so regularly in centuries, inaugurating an Age of Exploration in the Flanaess. The Scarlet Brotherhood now plunders the south for its resources and kidnaps the natives—Olman and Suel alike—with some regularity, taking them north to sell into slavery and work their lands. Today, the Scarlet Brotherhood fleet remains the single most powerful navy in the region and they actively prevent any other powers, including the nobles of Sasserine, from meddling in its domain. The brotherhood's menacing ships, flying the Scarlet Sign, can be spotted in most ports throughout the region.

Vohoun Ocean

Vohoun is the name given to the Pearl Sea by the Suel settlers of the region. It means "frothy" in their ancient tongue. This is probably due to the swirling fogs that seem to characterize these waters. The Vohoun Sea actually touches many shores, including those of the Isle of Dread, thereby linking many lands and cultures. As if enough dangers (such as the Crimson Fleet) don't ply its surface, the Vohoun is also known for the many cultures that exist under its waves, including numerous sea monsters such as kraken and sea serpents. Reports include enclaves of merfolk and sea elves, in addition to sahuagin and ixitxachitl.

The Pirate Isles

While not strictly in the path of the journey south, this large chain of isles east of the Amedio Jungle can't help but be a threat. The fanatical raiders who call these islands home can be found roving all over the Densac Gulf and Pearl Sea. Their isles encompass a series of rapacious civilizations that the early Explorer-Kings generously dubbed the "Pirate Isles." Piracy, however, is only the beginning of the vices found here. Degenerate descendents of Suel invaders, Olman natives, and a few more exotic races call these lands home. Rumors abound of debauched ports containing enslaved populations, vile cults, dark magic, and much worse. Fiend worshiping is almost a certainty. Little to nothing is known about their leaders or their ultimate goals (if any), but the dread and dismay they create in the region is palpable. Of all the pirate gangs, none is more feared than the Crimson Fleet, who sail from the hidden port of Scuttlecove.

The Mist Kingdom

This collection of seven islands evokes wonder, even in the locals. Its name derives from the persistent fogs that seem to shroud the isles, making them almost invisible until one is right on top of them. The collection of isles was once home to a handful of small realms established by the Olman more than a millennium ago. Their societies languished and their

people vanished, possibly moving to the mainland, following the unraveling of their empire.

Today, the Mist Kingdom is ruled by a powerful clutch of draconic overlords who first came to the isles more than seven centuries ago. At least one dragon claims each of the isles as its home. They only tolerate small tribes of beastmen on their lands, in addition to the typical flora and fauna of the region. Any large invasion or attempt at settlement on their isles is repelled ruthlessly. The Olman of the mainland fear the dragons as aspects of their gods and refuse to disturb them. The origin of the beastmen who live peacefully with the dragons is something of a mystery, and they have been spied worshiping at the temples in the unspoiled Olman ruins. It is assumed that these edifices have probably been plundered of their treasures by the dragons long ago.

What do You Know: The Journey Ahead

Leaving the relative safety of the port of Sasserine in the Azure Sea to mount an expedition to the Isle of Dread at the urging of Lavinia will not be easy. The Isle of Dread is located far to the south in unfriendly equatorial waters where severe tropical storms and numerous unnatural dangers loom. Two vast seas, known as the Densac Gulf and the Pearl Sea, are among the least known waters to the residents of the Flanaess. By reputation, the region is more magical, feral, and unforgiving than the main continent. Friendly ports of call and potential allies are almost non-existent.

Fortunately, you are not going into the daunting journey completely blind. Lavinia has the charts her parents used to navigate to the Isle several years ago to establish the colony of Farshore. The arduous journey involves skirting the

coast of the vast Amedio Jungle from Sasserine to the ruins of the Olman city of Tamoachan and then following the coast southward until the expedition reaches the fourth of the great rivers before veering south. Along the way, the expedition plans on visiting the friendly village of Renkrue on the easternmost of the Isles of Axuxal. Halfway to the Isle of Dread, the mysterious Isle of Ruja serves as one last landmark. There the open water of the Pearl Sea (referred to as the Vohoun Ocean by the local pirates) beckons. The course continues due south and for many hundreds of leagues. The Sea Wyvern must then cross a vast stretch of empty sea whose stillness belies its menace. If you can survive the long journey with the vessel intact, the shores of the Isle of Dread beckon.

Replacement PCs

Because death is a constant possibility in the life of an adventurer, it might be necessary for a new PC to step in to replace a fallen companion. Much of "The Sea Wyvern's Wake," however, takes place on the open ocean, making this difficult to do without pushing the players' suspension of disbelief beyond their limits. To help you tie new PCs to the events of the Adventure Path a few ideas are provided here. At your DM's discretion, your PC may start play with one of the four corresponding regional feats described in the sidebar on page 79.

Lost Explorers: Many expeditions enter the Amedio Jungle every year. One of the favored adventuring locales for groups sponsored by Zelkarune's Horns and the Seekers in Sasserine is the dead jungle city known as Tamoachan. Unfortunately, numerous expeditions never returned. Lone survivors of ill-fated teams desperate enough to escape the dangers of the surrounding jungle might shelter in the ruins hoping to find safety. Such characters most likely include fighters and rangers, maybe wizards seeking ancient texts and arcane knowledge, or even Olman clerics and druids hoping to unravel the mysteries of their heritage.

Stowaways: Long ocean voyages require frequent stops to reprovision and collect information for the journey ahead. The journey to the Isle of Dread requires several such stops, which might result in picking up an unexpected passenger discovered only later out at sea. Such characters might be running from the law or just can't afford passage and resort to sneaking aboard. This can provide compelling roleplaying opportunities and offer new skills to add to the party's pool of talents that make simply putting them off the ship a bad choice. Rogues and bards fit this role well, but members of any character class or race might have reason to stow away.

Stranded Sailors: Smugglers and pirates often find themselves abandoned on desolate islets. Shipwrecked sailors with more honorable backgrounds wash up on mysterious shores with bits of wreckage from their sunken vessels, and despairing crews of disabled ships float aimlessly hundreds of miles from land or aid. Any or all of these desperate souls might be encountered in the vastness of the Pearl Sea or the Densac Gulf. Characters of any class or race might have reason to find themselves in this predicament and be happy to be rescued and perhaps given a new start. A stranded sailor or similar type of PC can choose from the regional feats Blessed of Osprem or Vohoun Eye.

Savage Tide Cohorts

Using the above examples for replacement PCs, the following three NPCs migh be incorporated into your campaign as possible cohorts or replacements for fallen crewmembers.

Jarene the Thrice-Blessed (CG male human ranger 2 [favored enemy: animals]) was part of a mercenary corps made up of affiliates of Zelkarune's Horns that accompanied a group of adventuring scholars from Sasserine to see the ruins of the Amedio Jungle. A seven-headed hydra about 5 miles southwest of the ruins of Tamoachan slaughtered his entire group except for him. Evading a lizardfolk hunting party and a large jaguar, he found his way to the nearby ruins and has hidden there for the past few days, occasionally venturing forth to forage for food and water as he figures out what to do next.

Kalvessano Spumeheim (NE male half-orc rogue 3 [Profession (sailor) +6]) has struggled with a fiery temper for many years, often landing him in trouble with the law. Recently, he was accused of cheating at cards in a portside gambling hall. Innocent of the accused crime (he was actually cheating at dice), he became so incensed that he crushed three of his accusers' skulls with a pewter drinking mug before he was pinned down and thrown in jail. Before he could be tried and hanged, he escaped from his cell and crept down to the docks. Spotting a large ship preparing to depart, he snuck aboard and hid, not caring where it goes as long as it takes him far away from the hangman's noose.

Oris Cairullin (LG female half-elf cleric 3 [Fharlanghn—Domains: Travel, Water]) sailed out of Sasserine on a mission for the Emerald Crest to explore an island chain in the Pearl Sea known as the Mist Kingdom. Along the way, her ship was blown off course and severely disabled during a storm. Oris's crewmates have mysteriously disappeared one-by-one, until only she remains, hiding in the cargo hold, praying day and night for Fharlanghn to deliver her from whatever evil curse her ship has fallen under.

BLESSED OF OSPREM [REGIONAL]

You possess amazing swimming skills.

Prerequisites: Endurance, 5 ranks in Swim, sailor of the Vouhoun Sea.

Benefit: You can always choose to take 10 on a Swim check, even if distracted or endangered. Additionally, you gain a +2 competence bonus on Swim checks made to resist nonlethal damage and to hold your breath. These bonuses stack with those granted by the Endurance feat.

LAST SURVIVOR [REGIONAL]

Faced with death in the wilds of the Amedio Jungle with no one to depend on but yourself, you have honed your survival instincts to a razor's edge.

Prerequisites: 5 ranks in Survival, sole survivor of a deadly encounter in the Amedio Jungle.

Benefit: While in jungle or forest environments you gain a +2 circumstance bonus on Hide, Listen, and Spot checks made against predators and natural hazards.

STOWAWAY [REGIONAL]

You are an expert at stealth while aboard sailing ships.

Prerquisites: 5 ranks in Hide, 5 ranks in Move Silently, 1 rank in Profession (sailor), native to the Jeklea Bay or Azure Sea regions.

Benefit: You gain a +2 circumstance bonus on Disguise, Hide, and Move Silently checks on large sailing vessels.

VOHOUN EYE [REGIONAL]

Your exposure to the dark side of magic and the occult has made you sensitive to the telltale signs of spellcasting and wary of their results.

Prerequisites: 5 ranks in Sense Motive, lived among the debased civilizations of the Pirate Isles.

Benefit: When you see someone casting a spell (not a spell-like ability) you may make a Sense Motive check (DC 20 + level of spell) as a free action. If successful, you know what school of magic is being used and gain a +2 circumstance bonus on your saving throw against it if it is directed at you or you are in its area of effect.

Affiliations

While the following affiliation has members in almost every port, their true influence lies at sea, counting dozens of captains and hundreds of crewmen among its members.

Emerald Crest

Symbol: A green wave over a black anchor, usually worn as a tattoo.

Background, Goals, and Dreams: As long as sailors have dared to explore the vastness of the open seas and sought what lies beyond the horizon an informal and unspoken agreement between mariners has existed. Shared knowledge of the dangers beneath the waves and the wonders and oddities nestled in its heart is stronger than any law and deadly when left unheeded or selfishly hoarded. The lives of entire crews often rest upon this unspoken agreement.

Over the last century a loose-knit organization of oceanic explorers formed, whose sole purpose is to scout the unknown and unexplained waterways of the world. Calling itself the Emerald Crest, its members chart new courses, draw new maps, give aid to endangered ships, and verify myths and legends, while sometimes even fostering some of their own.

Enemies and Allies: The enemies of the common sailor (sea monsters, pirates) are enemies of the Emerald Crest. Scarlet Brotherhood ships have been a traditional enemy, but in recent years the Crimson Fleet has topped their list of hated foes. Any other ocean-going creature or sailor may find a friend and ally in the Emerald Crest's affiliated members.

Members: The Emerald Crest is open to members of all classes, although the base requirement to join is at least some training as a sailor.

Type: College.

Scale: 14 (Continental/Seafaring Kingdom).

Titles, Benefits, and Duties: Members of the Emerald Crest are expected to actively seek out knowledge and pinpoint danger on the open seas and share their findings with others. This can be as informal as passing it along to another ship or formally cataloging it in the affiliation's records in one of their guildhalls. They are also expected to tithe roughly 10% of their income whenever they visit one of the guildhalls to help support its efforts.

Upon graduating from the rank of Deckhand, all Emerald Crest affiliates receive a tattoo of the wave and anchor. They are also given a specially minted gold coin bearing the affiliation's symbol on one side and an albatross on the other. The coin is seen as good luck and only a truly desperate sailor would willingly part with it.

Executive Powers: Craft, Gift, Trade.

Criterion	Affiliation Score Modifier
Character level	+1/2 PC's level
5 or more ranks in Gather Information	+1/2
5 or more ranks in Knowledge (geography)	+1/2
5 or more ranks in Profession (sailor)	+1/2
Captain of a sailing ship	+1
Completes a mission assigned by the Lord Admiral	+1
Successfully maps a new island or unknown land mass	+2
Rescues an Emerald Crest ship/crew	+2
Land bound	–1/month
Fails to disclose vital information to other ships/crews	–4
Loses a ship	–10

Affiliation Score	Title: Benefits and Duties
3 or lower	**Deckhand:** Not affiliated or junior member with no benefits.
4–10	**First Mate:** You are given free passage for a number of days equal to your affiliation score on any Emerald Crest-affiliated vessel and expected to share your knowledge of the seas with other sailors. You receive a +2 circumstance bonus on all Diplomacy and Gather Information checks with other vessels so long as they are at sea.
11–20	**Captain:** You receive a +4 circumstance bonus on all Diplomacy and Gather Information checks with other vessels so long as you are at sea. Once per day, you may re-roll any Knowledge (geography or nature) or Profession (sailor) check and take the best result.
21–29	**Admiral:** Any non-hostile ships encountered at sea are treated as one step friendlier when determining their initial attitudes. One month out of the year, you must record your knowledge and findings at sea in an affiliated cartographer's or sage's guildhall. Failure to do so results in a –10 penalty to your affiliation score.
30 or higher	**Lord Admiral:** Once per year, you may commandeer any Emerald Crest-affiliated vessel for a number of days equal to your affiliation score. Each day you keep a commandeered vessel after that period of time you lose 1 point from your affiliation score. If your score reaches 0, you are stripped of rank and membership, hunted as a pirate, and may never rejoin the Emerald Crest. Each month you must succeed on a DC 15 Diplomacy check or face a challenger (EL 12).

CHURCH OF THE WHIRLING FURY

The executive powers of the Church of the Whirling Fury were inadvertently left out of the text of their description in *Dragon* #348. We apologize for the omission.

Executive Powers: Beatify, Crusade, Gift.

 by James Lafond Sutter • illustrated by Francis Tsai

WIZARD'S WORKSHOP

Not all magic items are meant for combat. While outfitting the party with exceptional arms and armor is a worthy pursuit, sometimes a wizard deserves to take some time off and pick up a little something for himself. The study of the arcane arts is, after all, an imprecise science at best, and with it comes a host of routines and chores best foisted off on someone—or something—else.

Each of the following items is designed to assist a wizard in his day-to-day studies, automating tedious tasks and providing assistance with the research and experimentation essential to magical scholars. Fortunately for the adventurous wizard, they prove just as useful on the road as in the laboratory.

Arcane Fence

These magical stakes allow anyone to quickly set up a perimeter alarm.

Description: These four nondescript metal poles are 2 feet long and pointed at one end. When grasped, these silver stakes buzz with an energy that is felt rather than heard. The farther apart the four are moved (up to 20 feet), the more powerful the hum.

An arcane fence comes in a set of four stakes, but multiple sets can be combined to allow for a larger area to be protected. Stakes from more than one set can be attuned to one another by bundling them together with a silk rope for one week. At the end of that week, the sets can be used independently or together for up to one month. If the sets are not used together within a month of becoming attuned, they must be reattuned.

A set of *arcane fence* stakes can function with as few as three stakes.

Activation: Driving all four stakes into the ground engages the wards, which last as long as the stakes remain in the ground. In order to be effective, each stake must be within 20 feet of at least two others, making a 20-foot square the most common arrangement. Stakes taken out of range quit humming and lose their effectiveness until brought back within range of their fellows.

Effect: When driven into the ground in an acceptable configuration, the stakes create an *alarm* spell that affects the enclosed area until such time as the stakes are pulled up by someone with the appropriate password. Any other creature crossing the invisible line between two stakes or attempting to remove one or more stakes triggers the alarm as per the spell description, sounding a loud klaxon audible only to those in the enclosed area. Additionally, the stakes have the option of creating a soothing white noise, as a *ghost sound* spell, that helps to drown out background noise. If used in this way, creatures outside the perimeter of the staked-off area take a –2 penalty on Listen checks to hear inside it.

Aura/Caster Level: Faint abjuration and illusion; CL 3rd.

Construction: Craft Wondrous Item, *alarm*, *ghost sound*; 1,000 gp; 80 XP; 2 days.

Variants: A more luxurious version of the *arcane fence*, with a market price of 4,000 gp, grants all the same benefits but includes the effects of an *endure elements* spell for everyone within the enclosed area.

Weight: 1 lb.

Price: 2,000 gp for a set of four. A single replacement stake costs 1,000 gp and must be crafted in the presence of the remaining stakes in a set.

Containment Cloth

This ornate circle of cloth acts as a portable summoning circle.

Description: When unfolded, this circle of thick tan cloth has a diameter of 5 feet. While one side is blank, the other is a mishmash of runes and arcane symbols sewn in crimson, blue, black, and sparkling golden thread. Around the edge, thick lines enclose further

densely-packed pictograms depicting tiny stick figures summoning crude animalistic shapes.

Activation: When laid flat on a roughly horizontal surface, the *containment cloth* becomes a portable summoning circle. Once engaged, the circle remains flat and active until deliberately peeled off the surface and refolded. At its tightest, the cloth can be folded into a cube 6 inches to a side.

Effect: Any monster summoned into the center of the *containment cloth* is immediately subjected to a *dimensional anchor* spell, while four permanent *magic circle (against chaos, evil, good, and law)* spells focused inward bind any creature with the chaos, evil, good, or law descriptor to the center of the circle until such time as the user releases it or the field is successfully targeted with a *dispel magic* spell (causing one area of the cloth to peel up; laying it back down reactivates it).

Aura/Caster Level: Moderate abjuration; CL 7th.

Construction: Craft Wondrous Item, *dimensional anchor, magic circle (against chaos, evil, good, law)*; 20,000 gp; 1,600 XP; 40 days.

Weight: 1 lb.

Price: 40,000 gp.

Failsafe Ring

This ring ensures its wearer's defensive spells are in place at crucial moments, helping counter unexpected attacks and preventing tragic workspace accidents.

Description: This steel ring is blank and smooth except for the circular crown, which traditionally bears a stylized red cross on a white background. The inside surface is pebbled with tiny nodes that detect stress and shock in its wearer.

Activation: A *failsafe ring* monitors its wearer's condition at all times. If the wearer takes damage, it immediately activates. This effect cannot be avoided without first removing the ring—the ring activates even if the damage kills or renders the wearer unconscious, but it does not activate in time to affect the damage source that activated it. It can also be triggered manually by twisting the ring clockwise (as a standard action).

This effect can only be activated once per day. It does not activate if the wearer is already under the protection of the spell it provides.

Effect: Upon activation, the *failsafe ring* bestows the benefits of a *mage armor* spell on its wearer, as if cast by a 1st-level wizard. The benefits last for the full duration of the spell, even if the ring is removed.

Aura/Caster Level: Faint conjuration; CL 1st.

Construction: Forge Ring; *deathwatch, mage armor;* 400 gp; 32 XP; 1 day.

Variants: The most common variation casts *shield*, but the concept itself is a simple one and has occasionally been extended to include such defensive spells as *blink* (12,000 gp; CL 5th), *fire shield* (22,400 gp; CL 7th), and *invisibility* (4,000 gp; CL 3rd).

Weight: —.

Price: 800 gp.

Occulus

These arcane goggles offer a quick and convenient way for the wearer to identify magic items.

Description: These steel-studded, black-leather goggles attach to the wearer with a thick, workmanlike strap. Only the thin ruby lenses separate these goggles from something a normal blacksmith or metallurgist might wear.

Activation: To activate the goggles, the wearer must slide the apparatus down over his eyes and study the magic item in question. With it clearly in view, he must then focus his eyes solidly on a tiny rune engraved on each lens for 1 round, triggering the effect. The goggles may be used up to five times per day and do not require the user to be able to cast spells.

Effect: Items targeted with the *occulus* are subject to an instantaneous *identify* spell, without the standard hour-long casting time or the costly material components (which are instead incorporated into the creation process).

Aura/Caster Level: Faint divination; CL 1st.

Construction: Craft Wondrous Item, *identify;* 5,000 gp; 400 XP; 10 days.

Weight: 1 lb.

Price: 10,000 gp.

Researcher

This construct is an invaluable research aid, helping characters quickly sift through vast quantities of written information.

Description: Resembling a bloodshot eyeball with eight black clockwork legs, the *researcher* is content to ride motionless in a pouch or backpack until its services are required, at which point it scuttles off on insectile legs with startling speed. Certain eccentric sages allow their *researchers* to remain active permanently, in which case the constructs prefer to ride on the sage's shoulder like a parrot or clamber around his clothing with spiderlike grace, occasionally emitting high-pitched peeps like those of a baby bird.

In combat, treat the *researcher* as a Tiny animated object (*Monster Manual*, 13) that cannot attack.

researcher may not take a new master unless its current one dies or voluntarily transfers ownership, at which point a new apprenticeship period begins.

Activation: Although not actually sentient, constant exposure to its master during the apprenticeship period (see below) allows a *researcher* to slowly attune itself to its master's mannerisms and speech patterns. As such, it's enough for its master to directly address it and state a simple subject. Questions are too complex for the tiny construct, and requests may never be more specific than the closest corresponding Knowledge category—"nobility" or "politics" works, but "nobles with ties to the Scarlet Brotherhood" overwhelms the *researcher* and causes it to collapse in a shuddering tangle of legs until soothed with gentle words and petting. Such comforting requires 1 minute.

Researchers require a well-stocked library and 15 minutes of study to be completely effective. Reducing the amount of information or length of time available to it might reduce the construct's effectiveness, at the DM's discretion. Bonuses from multiple *researchers* working on the same topic in the same library do not stack, as their methods of research are identical.

A newly constructed *researcher* requires a period of three months to become attuned to its master before reaching peak effectiveness. During this time, the construct rides on shoulders or under caps and hoods. Mindlessly loyal, a

Effect: Built around a magically reduced section of quasit brain, the *researcher* is frequently a sage's most valuable tool. Released into a library and given a simple topic to research, the construct races around scanning tomes and scrolls with tremendous speed, looking for references to the specified area of study, then returns to telepathically communicate its found information into its master's mind, granting an hour-long bonus of +5 on Knowledge checks in the specified field. A character using a *researcher* in an untrained Knowledge discipline remains unable to use the skill. The massive inflow of knowledge from a *researcher* has no structure and appears without context, requiring the user to make the proper inferences and connections that only someone who has studied the subject can do.

Aura/Caster Level: Moderate divination and transmutation; CL 11th.

Construction: Craft Wondrous Item, *animate object, legend lore;* 1,250 gp; 100 XP; 3 days.

Variants: Some DMs might allow a PC to take a *researcher* in place of a familiar.

Weight: 1 lb.

Price: 2,500 gp.

Thaumatuscope

This spyglass allows its wielder to instantly recognize magical items and auras.

Description: Resembling an ornate spyglass, the *thaumatuscope* is a collapsible tube of leather and bronze with glass lenses at both ends. When extended to its full 12-inch length, the spyglass tapers gradually back toward the eyepiece, with strange, extendable arcane instruments jutting from the sides at all angles.

Activation: Placing the *thaumatuscope* to an eye and scanning an area within the user's normal sight range through it grants the instrument's benefits. Doing so is a standard action.

Effect: By scanning an area through the *thaumatuscope,* a spellcaster can instantly gain the benefits of *detect magic* as if he had cast the spell on every object within view. In addition, he gains a +2 competence bonus on Spellcraft checks made to identify the auras of objects viewed through the glass. Area-affecting auras and the auras of magic-using characters are visible through the glass as well. If a character without the ability to cast spells uses the scope, magical auras glow blue, but no further information is offered.

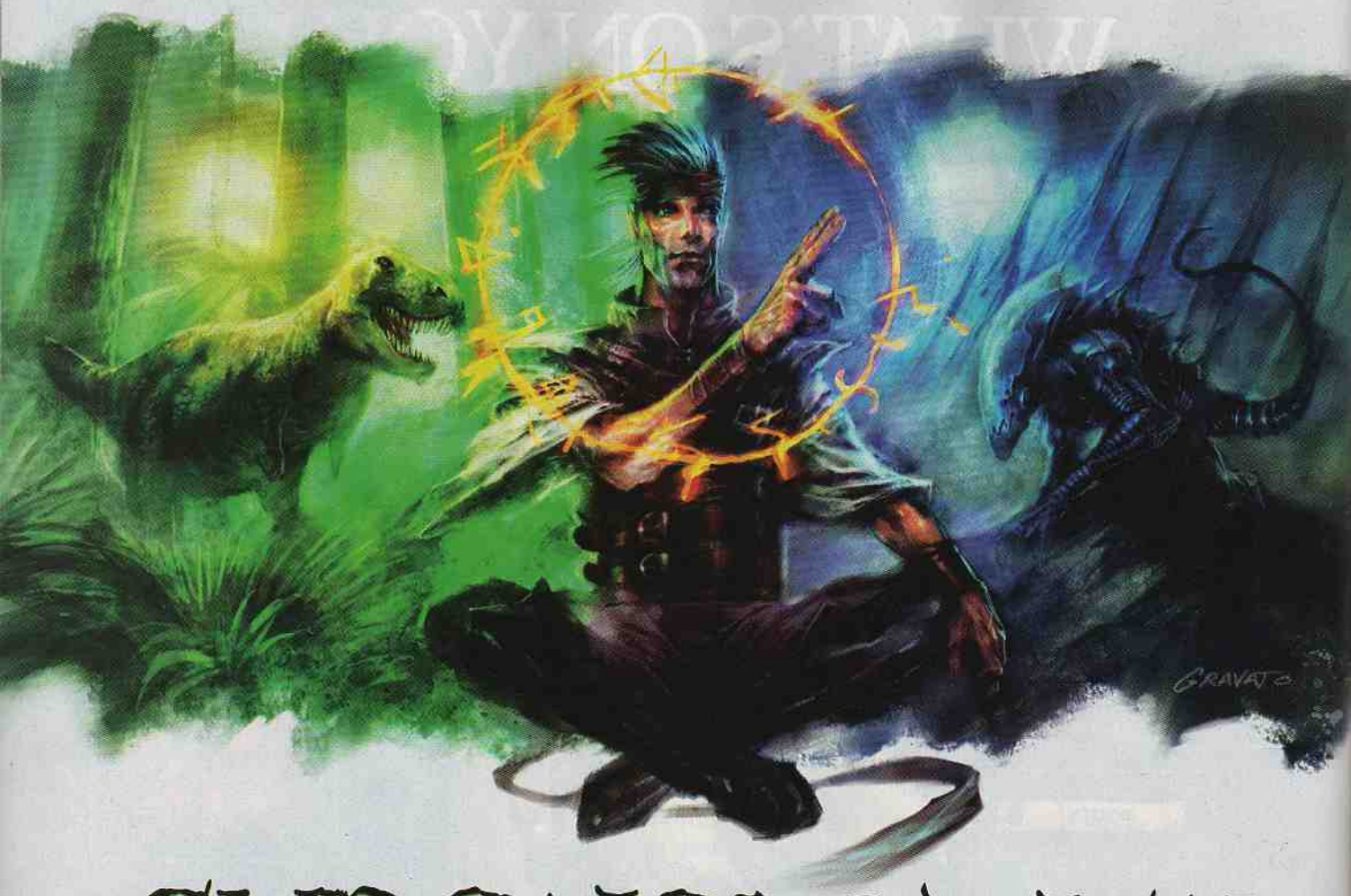
Aura/Caster Level: Faint divination; CL 3rd.

Construction: Craft Wondrous Item, *detect magic;* 500 gp; 40 XP; 1 day.

Weight: 1 lb.

Price: 1,000 gp.

by Christopher Wissel • illustrated by John Gravato



CHRONOMANCY

Perhaps even more daring than planewalking wizards who explore the endless reaches of reality or binders who deal with entities from beyond the realms of existence are the rare arcane explorers who plumb the mysteries of time itself: chronomancers.

Through their research and temporal travels, chronomancers explore the breadth of civilization, observing the interplay of war and political strife while marveling at the waning and waxing of knowledge and technologies. The greatest of their kind travel to the future, to stand speechless in the face of both the disasters and graceful beauty of the ascendant races, and to the past, witnessing wonders forgotten long ago.

Beyond the endless secrets of the ages, one of the greatest puzzles known to chronomancers is also one of their most coveted collections of magical lore: a strange compilation known as the *Chronocorsa*. None know who scribed this elusive, time-shifting collection of spells nor know when it was created, as evidence of its existence has appeared both within the impossible seas of prehistory and at the farthest-flung epochs explorers dare to visit. The *Chronocorsa* is a work surrounded by unstable temporal energies constantly shifting forms through a variety of written mediums. Thus, its appearance ranges from cuneiform clay tablets to ink on papyrus, from an elegantly bound spellbook to a sphere of some unknown metal that projects three-dimensional illusory symbols.

Chronomancers speculate that this arcane work is the result of one of the first time mage's mistakes. Perhaps this forgotten wizard traveled too far into the past and had his mortal essence shunted across every eon to follow, or maybe he traveled too far into the future, becoming something else entirely. Regardless, infused with such powerful temporal magics, this arcane compilation was cast back into the river of time but unfettered from its flow, left to drift where the fickle eddies of ages might take it.

Collected here is a sampling of the spells appearing within the *Chronocorsa*. Those few researchers who have studied the work at any length hint at greater secrets hidden within the collection—a timeline of spells that becomes progressively more complex and powerful as the compilation's shape transitions through time. Thus, many chronomancers believe the work holds not just the power to manipulate time, but true mastery over all ages, past and future.

AGING TOUCH

Necromancy
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Breathing a gasp of dust upon your hand, your flesh withers like that of a mummy, then reforms, aging and regenerating before your eyes.

Your touch ages living creatures. Any creature you touch with a successful melee touch attack takes 1 point of Strength, Dexterity, and Constitution damage. This aging is reflected in the target's appearance—skin becomes more wrinkled and pockmarked, hair turns white, posture stoops—and while this has no additional negative effect, it does provide a cumulative +2 bonus on Disguise checks. Only the target's body is aged by this spell, and it gains none of the benefits of growing older naturally. Creatures that gain benefits by age category do not gain additional advantages due to this spell.

Every time a creature is affected by this spell it is temporarily aged one age category—a young character becomes middle age, a middle-aged character become old, and an old character become venerable. (Assume a creature is young if no age is given.) Every time the target ages in this way the effects of this spell stack, until the target reaches venerable age. If a creature is aged past venerable it instead takes 5d6 points of damage each time it is struck, as its body succumbs to the ravages of incredibly swift decay. Thus, a young character struck by a wizard using *aging touch* three times takes –3 points of damage to Strength, Dexterity, and Constitution and gains a +6 bonus on Disguise checks. Upon being stuck a fourth time, that target takes 5d6 points of damage.

Ability damage dealt by this spell heals as normal, at a rate of 1 point per day for each affected ability. The bonus

TIME TRAVELING CAMPAIGNS

Aside from the offered suggestions, no hard rules exist in Dungeons & Dragons for time travel. This is largely because characters wandering the breadth of fantasy eras can quickly send a game in limitless and largely unpredictable directions. Even with the limits this article applies to chronomancers—no spell allows you to merely skip back and do over your last turn or actually travel through the ages—an actual jaunt through time could completely derail an unprepared DM's campaign. Thus, DMs are advised not to make the decision to add time travel to their games without carefully considering the effects. PCs with the power to skip through the ages can weaken a DM's control over a game, ultimately making it less fun to play.

This warning aside, some of the most popular stories in D&D have involved past ages and time travel: Dragonlance's War of the Twins novels saw characters traveling back and forth through the ages. The Forgotten Realms' Arcane Age sub-setting allowed players to explore a time of incredibly powerful magical empires, long ruined in the modern campaign. Even the classic *Expedition to the Barrier Peaks* adventure—while lacking actual time travel—had memorable elements of future technologies.

Time travel also raises questions of how visitors to past eras might affect those who come after. While movies like *Back to the Future* show characters leaping back and forth through time to correct the results of their actions, Ray Bradbury's short story, "A Sound of Thunder," shows that even the most subtle interference with the past can have unimaginably far-reaching effects. On the other hand, Dragonlance posits that most changes to the past have minimal effects on the greater timeline, and the flow of years is largely stable. The new novel *Stamping Butterflies*, by Jon Grimwood, even proposes that events in the future can alter the past.

DMs considering adding an element of time travel to their game should develop a game philosophy for how time travellers might affect the ages. Depending on what a DM decides, this rule of time might serve as either a deterrent to meddle in past eras or a safety net to encourage exploration. Regardless, players should face a difficult decision before choosing to walk the paths of time, as—depending on how severe their actions—it's possible that the age they leave might never be the same again.

Overall, time travel gives players increased options and mobility and raises a variety of questions DMs should be prepared to address. DMs who prepare for these eventualities with limited access and specific goals, however, should have little problem directing time travel's effects and open the door to an incredible range of new adventures.

HOW TO TIME TRAVEL

Currently, no spell, artifact, or creature in D&D can time travel over a span of years. Some creatures come close to actual time travel, like the phane from the *Epic Level Handbook*, but even these high-level creatures are shackled by the laws of ages. If you wish to add time travel to your game there are several ways it might be accomplished. Regarding magic, a spell allowing time travel should be nothing less than an epic-level incantation or the purview of an item of artifact power. It might also function in a similar way to planar portals, being merely a gate to another age, past or future—and probably including the same perils of planar travel. Alternatively, time travel might be the purview of deities of travel and time, such as Lendor in Greyhawk and perhaps Finder Wyvernspur or Jergal in the Forgotten Realms and Aureon in Eberron. Overall, the ability to travel through time should remain in the hands of the DM and be customized to suit the needs of the campaign.

on Disguise checks also fades over time, decreasing at a rate of –2 every day until the target's Disguise modifier returns to normal.

Material Component: A pinch of dust.

SKILLFUL MOMENT

Divination
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round

Concentrating on the limitless possibilities of the future, you draw one outcome into the present.

Upon casting this spell, you channel a future result of one designated course of action into an act you're about to perform. When casting this spell, choose one skill. On the round after you cast this spell you may take 20 on the chosen skill as a single standard action. You only gain this benefit on the skill noted at the time of the spell's casting, gaining no bonus to any other skill. If you do not make the skill check in the round immediately following the spell's casting the benefit is lost.

TEMPORAL JOLT

Evocation
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Pointing your finger, a ray of erratic temporal energies ripples through the air, wavering like a beam of intense heat.

A colorless beam streaks toward your target, violently throwing the target back and forth in time, aging natural materials and damaging the brittle remains. The ray requires a ranged touch attack to hit and deals 1d6 points of damage per 3 caster levels (maximum 5d6). In addition, the beam speeds the decay or corrosion of nonmagical items, aging them hundreds of years in a single moment. Nonmagical armor worn by an affected target permanently loses 1d6 points of Armor Class (to the maximum amount of protection the armor offered) and nonmagical weapons and items being held are instantly destroyed (items in backpacks, pouches, and other containers are unaffected). Armor that has its armor bonus reduced to 0 is destroyed. Magic items are unaffected by this spell.

TEMPORAL REPAIR

Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: 50 ft.
Effect: 50 ft.-radius-sphere centered on you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

A wave of shimmering, visible time forms a field around you, guarding and restoring the flow of time within.

You cement the flow of time around you, preventing time-altering effects from affecting those within and returning any area of manipulated time back to normal. Any time altering spell of lower level than *temporal repair* cannot affect creatures within its area of effect. If the target of a time-altering effect that lasts for multiple rounds enters *temporal repair's* area of effect, that spell is dispelled. Thus, spells like *temporal jolt* or *time shield* have no effect on those within *temporal repair's* area and *time shield* would instantly be dispelled if its target entered the area. For spells of a higher level then *temporal repair*, such as *time stop*, you must make an opposed caster level check against the opposing caster. If you fail, your opponent's time-altering spell proves stronger than your *temporal repair* and it functions normally. If you succeed, your opponent's time-altering spell is dispelled.

Exactly what spells are affected by *temporal repair* is largely decided by the DM. Typically, *time stop*, all the spells in this article, and any spells with "time" or similar words in their names are considered time-altering spells, but more or fewer might exist at the DM's discretion. The state of certain spells,

NEW SPELLS FROM THE CHRONOCORSA

As much as the *Chronocorsa* is a collection of spells it is also a temporal anomaly. Upon appearing (anywhere and seemingly at random), there is a cumulative 1% chance per day that the compilation vanishes back into the time stream, lost to an era until its reappears again. Regardless of the collection's constantly changing appearance, its arcane notations transcend any past or future language and the spells within can be learned and scribed as normal.

The *Chronocorsa* contains many spells from the *Player's Handbook* that manipulate time, along with the unique spells presented in this article. A spellbook containing only these spells would normally cost 2,700 gp, but many chronomancers would gladly pay any price for even a few hours with the fabled *Chronocorsa*.

BARD SPELLS

1st-Level Bard Spell
Skillful Moment: Take 20 on your next skill check.

4th-Level Bard Spell
Time Shield: Spells are consumed at double the normal rate in the area around you.

SORCERER/WIZARDS SPELLS

1st-Level Sorcerer/Wizard Spell
Skillful Moment: Take 20 on your next skill check.

3rd-Level Sorcerer/Wizard Spell
Aging Touch: You deal 1 point of Strength, Dexterity, and Constitution damage.

4th-Level Sorcerer/Wizard Spells
Temporal Jolt: Unstable time deals 1d6/three caster levels damage and destroys non-magical items.
Time Shield: Spells are consumed at double the normal rate in the area around you.

5th-Level Sorcerer/Wizard Spell
Temporal Repair: Dispels time affecting spells in the area around you.

such as *gentle repose, haste,* or *slow,* is a consideration left to the DM.

Material Component: A handful of seeds and rust.

TIME SHIELD

Abjuration
Level: Brd 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Effect: 30-ft.-radius sphere centered on you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The sound of a swift-moving wind rises around you as time almost imperceptibly quickens.

You create a bubble of magically enhanced time that consumes spells at a quickened rate. Upon casting this spell, all spells and spell effects within the *time shield* have their durations consumed at twice their normal rate. Any spell with a duration measured in rounds or minutes, whether beneficial or harmful, is affected (spells measured in hours, days, or longer are shortened imperceptibly). Creatures affected by spells cast outside a *time shield* that enter the *time shield* have their spells consumed at the increased rate. Upon leaving the *time shield,* the creature's spells again decrease at their normal rate.

Even spending only a portion a round within a *time shield* causes spells to expire at an accelerated rate. Thus, if a creature begins and ends its turn outside a *time shield* but passes through the area of effect in the interim, any spells that affect the creature lose 2 rounds of duration that round.

A *time shield* cannot affect another *time shield,* thus the spell has no effect on other instances of this spell.

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OFFICIAL ANSWERS TO YOUR QUESTIONS

This month, the Sage gets a bit long-winded in addressing a handful of questions relating to skills and feats. Send your questions to **sageadvice@paizo.com**.

Suppose I have a 1st-level wizard/1st-level rogue with 4 ranks of Tumble. When I reach 3rd level and take another level of wizard, how many additional ranks of Tumble can I purchase and how many skill points does that cost?

The maximum ranks that a multiclassed character may have in any class skill (regardless of which of his classes has that class skill) is equal to his character level +3. A 2nd-level wizard/1st-level rogue may have up to 6 ranks in any wizard or rogue class skill. Since Tumble is a rogue class skill, your character may purchase up to 2 additional ranks in that skill (for a total of 6 ranks).

Whenever a multiclassed character purchases skill ranks, he spends skill points using the class and cross-class skill lists of a character of the class level he has just gained. In this case, your wizard/rogue who gains another wizard level must spend his skill points using the wizard's class and cross-class skill lists. Since Tumble is a cross-class class skill for wizards, each rank costs 2 skill points, for a total of 4 skill points for your 2 ranks.

Can a character choose to delay a choice (such as spending skill points or selecting a feat) until a later level?

No. All choices regarding character advancement must be made as soon as they become available. You can't save skill points from one level to another, nor may you delay selecting a feat from, say, 3rd level to 4th level.

That said, the retraining rules in *Player's Handbook II* allow you to adjust such decisions later in your career, which accomplishes a similar result.

How can I tell whether or not I can take 20 on a check, and what constitutes "failure" on a check?

Taking 20 is simply a time-saving short-cut that avoids requiring a player to roll and roll until he gets a 20 on a check that everyone knows he'll simply retry until he either succeeds or is convinced he can't.

Ultimately, whether or not you can take 20 relies on only three criteria:

- The check allows you to try again. Each skill has a "Try Again" entry that lists whether you can attempt the same task again. If you can't retry the task, you can't take 20 (since taking 20 involves retrying the task). You can't retry a Decipher Script check, so taking 20 is out of the question.
- Failure does not carry an inherent penalty (that is, a consequence). If something bad happens when you fail a check, you can't take 20, since the DM needs to know exactly when or how often failure occurs. When you're halfway up a wall and fail a Climb check, you might fall and take damage. That's an inherent consequence, so you can't normally take 20 on Climb checks.
- You have available time equal to making the check 20 times. If you only have 1 minute until the walls of the room slide together and crush you, you obviously can't take 20 on a Search check to find the hidden off switch (since that takes 20 rounds).

There's no perfect list of which checks do or don't allow taking 20. For example, you can retry Spot checks, and it doesn't seem like a failed Spot check carries any inherent consequence. Does that mean you can take 20 on Spot checks when keeping watch for monsters sneaking up on your campsite?

Well, yes and no. If you stare at the same sight for two minutes, you can absolutely take 20 on a Spot check to get a really good look at it. But if an assassin is sneaking through the shadows toward you, he's probably not there for that whole two minutes. Thus, you couldn't take 20, since you don't actually have available time equal to making the check 20 times against that enemy. You'd have to roll your Spot check normally (opposed by the assassin's Hide check) to notice the enemy.

Similarly, if a check's success or failure depends on another character's opposed roll, both sides have to roll when that opposition occurs—you can't take 20 and "save up" the maximum result. If you hide in the bushes to attack a group of orcs that will walk by later, you can't take 20 on the Hide check, since the success or failure of your Hide check isn't resolved until the orcs make their Spot checks. You can't take 20 on a Use Rope check to tie someone up, since you don't really know how successful you've been until that enemy tries to struggle free.

If you're having trouble with the concept, try ignoring it and instead allow characters to retry failed skill checks

until they roll 20. You'll soon recognize what checks are appropriate for taking 20—they're the ones during which everyone sits around bored while one player rolls and rolls and rolls.

Imagine a game without the "take 20" rule:

- After defeating hordes of monsters, the PCs stand before a strong wooden door blocking entry to the treasure room. The break DC is 23, which the 20-Strength Regdar shouldn't have too much trouble getting eventually. The DM knows that there's nothing left in the dungeon to harm the characters, so time (and noise) isn't an issue. However, everyone has to sit around and wait until Regdar's player rolls an 18 or better on the d20.
- Once inside, the PCs discover a locked chest. Wary of a trap, Lidda's player rolls a 16 on her Search check. She finds nothing, but that doesn't allay her suspicion, so she wants to keep rolling her Search check until she gets a 20. (She might as well, since the party has plenty of time and nothing bad happens to her if she fails the Search check.) If she's lucky, this only takes a few rolls, but we've all played with players who couldn't roll a 20 with a hundred tries.
- After finally determining that the chest seems safe, Lidda now turns to the lock. Her first Open Lock check garners a d20 roll of 11, which fails to open the lock even with her prodigious +14 modifier. Again, the party has plenty of time, so she tries again but rolls a 6. The DM knows the DC 30 lock is well within Lidda's ability to unlock, but has to wait until she rolls a 16 or better on the d20. Meanwhile, the rest of the players are wandering off to check what's on TV.

In the Sage's experience, over 90% of all "take 20" checks are made for one of the following four reasons. Even if you only limit yourself to these few examples, you'll save valuable game time:

- Strength checks to open doors.
- Listen checks at closed doors.
- Open Lock checks.
- Search checks.

When a character tumbles (at half speed) during a move action, does that mean he is moving at half speed for the whole move, or just in the squares where tumbling?

Although it's easiest to apply the half-speed penalty to the entire move action, it's not strictly necessary to do so.

If the player and DM can handle this additional level of complexity, it's perfectly okay to rule that you pay an extra movement cost only for each square that you use Tumble to exit without provoking an attack of opportunity (as well as for each square of an enemy's space that you enter using Tumble).

For example, imagine Ember begins her turn 10 feet from an orc and wants to use Tumble to move through its space and end up 15 feet away on the opposite side.

- Her first square of movement wouldn't provoke attacks of opportunity (since she's not leaving a threatened square), so she doesn't use Tumble or move at half speed.
- Her second and third squares of movement take her through the orc's space, so these effectively cost twice

normal (that is, they each cost 1 extra square of movement), and this movement requires a DC 25 Tumble check. (If you use this system, it's much easier to think of tumbling as costing extra squares of movement rather than actually changing your speed.) Ember has now paid a total of 5 squares of movement (out of the 8 allotted to her for her speed of 40 feet).

- Assuming that check succeeds, Ember now moves from a threatened square (adjacent to the orc), which requires a DC 15 Tumble check and costs twice normal (or 1 extra square of movement). She's now paid a total of 7 squares of movement.
- Finally, Ember moves one last square, ending up 15 feet from the orc on the opposite side from where she began. She's not leaving a threatened square, so she doesn't use Tumble or pay any extra movement. Ember has paid for 8 squares (40 feet) of movement, and has covered a linear distance of 5 squares (25 feet).

Does the armor check penalty for nonproficiency with armor and shields stack with the standard armor check penalty for wearing the armor or shield, or with the check penalty for encumbrance?

No. The armor check for nonproficiency overrides the normal armor check penalty (effectively adding Open Lock, Ride, and Use Rope to the list of penalized skills), while also applying an equal penalty on Strength checks, Dexterity checks, and attack rolls.

If you have a check penalty from encumbrance that is higher than your armor check penalty, use the encumbrance's check penalty on skills penalized by armor check penalty, and the nonproficiency penalty on all other checks and attack rolls.

For example, if Devis (Str 10) wore a breastplate and carried a total of 100 pounds of gear, he'd suffer a –6 penalty on Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks (and a –12 penalty on Swim checks) from his heavy load of encumbrance, but only a –4 penalty on attack rolls, Strength checks, Dexterity checks, and other Strength- or Dexterity-based skill checks (from his nonproficiency with medium armor). If he carried no more than 66 pounds (a medium load), he'd just suffer the –4 penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks (or –8 on Swim checks).

Deflect Arrows requires that you be "aware" of the attack. What qualifies as "aware?" Hearing the attack? Hearing and pinpointing the attack? (And what's the DC to Listen for a twanging bowstring?) Seeing the arrow just as it leaves an invisible attacker's possession or just as it exits an area of total darkness?

In general, any time you see the phrase "aware of the attack" it simply means you must not be flat-footed against the attack. Hearing an invisible bowstring isn't enough if you can't see the attacker.

In the case of Deflect Arrows, the phrase is redundant (since it's followed by "and not flat-footed").

What is considered "precision-based damage" for the Manyshot feat?

Unfortunately, "precision-based" isn't a term defined in the rules, so this answer relies on extrapolation from the example given in the feat's description (sneak attack damage).

Comparing the language of sneak attack with the language of various other special abilities that increase damage, two abilities stand out as being extremely similar: skirmish and sudden strike (appearing in the scout and ninja classes, respectively, from *Complete Adventurer*). All three abilities require the attacker to strike a "vital spot." More importantly, they rely on some level of precise visual perception of the target: both sneak attack and sudden strike don't apply if the target has concealment, and skirmish says that you "must be able to see the target well enough to pick out a vital spot."

Whenever extrapolating in this manner, it's best to err on the side of being conservative. When in doubt, the answer should be "no, this doesn't count as precision-based damage."

Dragon

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 by Amber E. Scott • illustrated by Francis Tsai

ADVENTURER

Rogue Guide

This guide employs charts, rules clarifications, suggestions, and rulebook references to enhance and ease the playability of the rogue.

SNEAK ATTACK

You may sneak attack enemies you flank and those who have lost their Dexterity bonus to Armor Class. This includes flat-footed opponents and opponents who cannot see you (either because you are invisible or hidden or they are blind). You may make as many sneak attacks in a round as you have attacks, provided you meet the conditions for a sneak attack. If you are invisible or striking from concealment, only your first attack is a sneak attack. If you remain concealed (if you are under the effects of *greater invisibility* or if your opponent is blind, for example) all your attacks count as sneak attacks.

If you make a sneak attack with nonlethal damage, such as with a sap or an unarmed strike, your sneak attack damage is also nonlethal. You cannot use a lethal weapon to deliver nonlethal damage with a sneak attack. You can sneak attack with a ranged weapon within 30 feet.

The following feats and prestige classes build off sneak attack.

Feats: Arterial Strike (*Complete Warrior*); Deft Strike, Hamstring, and Staggering Strike (*Complete Adventurer*); Adaptable Flanker, Crossbow Sniper, Telling Blow, Vexing Flanker (*Player's Handbook II*).

Prestige Classes: Dark hunter, darkwood stalker, invisible blade, and ronin (*Complete Warrior*); nightsong enforcer, nightsong infiltrator, shadowbane inquisitor, and streetfighter (*Complete Adventurer*); temple raider of Olidammara (*Complete Divine*); assassin (*Dungeon Master's Guide*).

SNEAK ATTACK AND SPELLS

You can also make a sneak attack with a weaponlike spell (any spell that requires an attack roll and deals damage). The damage done by the sneak attack equals the damage type of the spell. Spells that deal energy drain or ability damage (or drain) deals its sneak attack damage as negative energy damage.

Feat: Razing Strike (*Complete Adventurer*).

Prestige Classes: Daggerspell mage, daggerspell shaper, shadowbane stalker, and shadowmind (*Complete Adventurer*); black flame zealot (*Complete Divine*); arcane trickster (*Dungeon Master's Guide*).

SKILLS

Bonuses from skill synergies are unnamed, and thus stack.

Balance: You lose your Dexterity bonus to AC while balancing unless you have 5 or more ranks in Balance. If you accept a –5 penalty you can move your full speed as a move action while balancing. You can also take a –5 penalty to charge while balancing—doing so requires one Balance check for each multiple of your speed (or fraction thereof).

Bluff and Sense Motive: You can feint in combat by making a Bluff check opposed by your target's Sense Motive check (your opponent adds his base attack bonus to the Sense Motive check). On a success, your target loses his Dexterity bonus to AC (if any) against the next melee attack you make. Your melee attack must be made on or before your next turn. You take a –4 penalty when feinting a nonhumanoid creature and a –8 against a creature of animal intelligence. You cannot feint against nonintelligent creatures. A creature with uncanny dodge still loses his Dex bonus to AC if you successfully feint him. Feinting is a standard action.

Bluff checks can also transmit secret messages (DC 15 for simple messages, 20 for complex messages). Sense Motive checks can discern secret messages.

Climb: You lose your Dexterity bonus to AC while climbing unless you take a –20 penalty on your Climb check. You move one-quarter your speed while climbing, but you can accept a –5 penalty to move at half speed instead, or a –20 penalty to move your full speed. You can make your own handholds and footholds by pounding pitons into a wall. This requires 1 minute per piton and one piton per 3 feet of distance, but the surface thereafter is DC 15 to climb. If you fall when climbing a wall, you can catch yourself with a Climb check. The DC equals the wall's DC + 20. On a slope, the DC equals the slope's DC + 10.

Disable Device and Open Locks: Without thieves' tools, you must use improvised tools to use the Disable Device and Open Locks skills, at a –2 circumstance penalty. With masterwork thieves' tools, you gain a +2 circumstance bonus on Disable Device and Open Locks checks. If you beat a trap's DC by 10 or more, you can bypass the trap without disarming it.

SKILL MODIFIERS

Skill	Use	Modifier
Balance	Move at half speed	—
Balance	Move at full speed	–5
Balance	Charge	–5
Bluff	Feint a nonhumanoid	–4
Bluff	Feint creature with Int 1 or 2	–8
Climb	Retain your Dex bonus to AC	–5
Climb	Move at 1/4 speed	—
Climb	Move at 1/2 speed	–5
Climb	Move at full speed	–20
Disable Device	Improvised tools	–2
Disable Device	Masterwork thieves' tools	+2
Hide	Move through 5 ft. of open space	–5
Hide	Move between 1/2 and full speed	–5
Hide	Attack, charge, or run	–20
Move Silently	Move between 1/2 and full speed	–5
Move Silently	Attack, charge, or run	–20
Open Lock	Improvised tools	–2
Open Lock	Masterwork thieves' tools	+2
Tumble	Move at 1/2 speed	—
Tumble	Move at full speed	–10
Tumble	Run through enemy's space	–20

Hide and Bluff: You need cover or concealment to attempt a Hide check. You cannot hide while someone is observing you. If you make a successful Bluff check, you can distract onlookers long enough to attempt a Hide check. If you are hidden, you may make a ranged attack and then immediately try to hide again at a –20 penalty. When moving between cover, or sneaking up on someone, you may move 5 feet for every 5 ranks in Hide you possess. For every 5 feet of open space to cross, you take a –5 penalty on your Hide check. With Spring Attack, you may sneak up on a character, make a sneak attack, and then retreat to an area where you can attempt to Hide again (such as around a corner).

You can Hide in a crowd, concealing yourself from someone looking for you (although others in the area see you normally). When tailing someone, make a Hide check once every 10 minutes if you stay at least 60 feet behind them, or once a round if you come within 60 feet of your target. If you fail a Hide check, you may make a Bluff check to avoid garnering your target's suspicion.

Spot: With a DC 15 Spot check, you can read lips if you are within 30 feet of the speaker and understand her language.

Tumble: When prone, you may attempt to tumble as part of a 5-foot crawl. Since you tumble at half speed, you must use the accelerated tumbling rules to tumble-crawl 5 feet without provoking an attack of opportunity. This requires a DC 15 Tumble check with a –10 penalty. You may stand from prone as a free action, provoking attacks of opportunity as normal, with a DC 35 Tumble check.

As part of normal movement, you may use the accelerated tumbling rules to move at full speed while tumbling, at the cost of a –10 penalty. You can try to tumble past or through an enemy's space while running if you take a –20 penalty on your Tumble check.

Feats: Acrobatic, Agile, Athletic, Deceitful, Deft Hands, Diligent, Improved Feint, Investigator, Negotiator, Nimble Fingers, Persuasive, Skill Focus, and Stealthy (*Player's Handbook*); Appraise Magic Value, Improved Diversion, Jack of All Trades, and Open Minded (*Complete Adventurer*); Acrobatic Strike, Combat Acrobat, Cunning Evasion, and Tumbling Feint (*Player's Handbook II*).

Prestige Classes: Shadowdancer (*Dungeon Master's Guide*) and exemplar, spymaster, and thief-acrobat (*Complete Adventurer*).

by Joshua Cole • illustrated by Francis Tsai

BEAST SOULMELDS

A totemist's connection to the magical beasts around him shapes the soulstuff of incarnum into innumerable forms. Just as an infinite variety of supernatural creatures fill the myriad world's of the infinite planes, so do totemists of those lands draw upon powers beyond the common variety. Totemists and incarnum appear in *Magic of Incarnum.*

The following soulmelds constitute some of the less common options in the totemist's arsenal. Adventurers rarely encounter the creatures inspiring these melds. In a campaign rich with totemists and other meldshapers, these soulmelds could serve to set a totemist PC apart from others. NPC totemists with these soulmelds make excellent servants or worshipers of the totem creatures, perhaps tying together otherwise unrelated encounters or foreshadowing the appearance of the creatures themselves.

BROOD KEEPER'S HEART

Descriptors: None
Classes: Totemist
Chakra: Heart (totem)
Saving Throw: None

Armored plates seem to hover insubstantially over your torso, calling to mind the shell of a great insect. Although insubstantial, they seem to pulse with inner life.

Brood keepers (from *Monster Manual III*) are massive, beetlelike beasts that keep a swarm of their larva with them at all times. Even totemists fear to approach these brood keepers, but they venerate the massive magical beasts from afar as patrons of all things verminous and crawling.

Your attunement to a brood keeper grants you greater resistance to one of the primary dangers presented by swarms. You gain a +4 insight bonus on Concentration checks.

Essentia: Every point of essentia you invest in your keeper's heart increases the insight bonus by an additional +2.

Chakra Bind (Heart)

Your body dissolves into an amorphous mass of plates, becoming less a corporeal whole and more a mass of living things that nonetheless resemble your true self.

You gain all the traits and qualities of the swarm subtype as described in the *Monster Manual*, except that you are still considered your normal size (rather than Tiny, Diminutive, or Fine) and still occupy the same number of squares as your normal form (one, for a Medium or smaller totemist).

Like the brood keeper opening its armored back to unleash its spawn, you lose any armor or natural armor bonus to AC to take advantage of this ability.

Chakra Bind (Totem)

The carapace covering your body hardens into reality, its small plates locked solidly together.

While fighting defensively, your natural armor bonus increases by +4. This stacks with existing natural armor. If you do not already have a natural armor bonus, your bonus becomes +4.

Chaos Roc's Span

Descriptors: See text
Classes: Totemist
Chakra: Shoulders (totem)
Saving Throw: See text

A shimmering mirage manifests from your shoulders, appearing somewhere between a rainbow and a pair of wings whose span seems, out of the corner of your eye, to stretch to the horizon.

Few creatures provide a more magnificent sight than a soaring roc. A chaos roc (from *Monster Manual II*), with the prismatic feathers of a bird of paradise, creates an even more impressive view. Totemists revere the chaos roc as a personification of nature's beauty—and the danger it disguises.

You can use your chaos roc wings to make wing buffet attacks against other creatures, but they are only semi-solid and deal nonlethal damage. Because of their size, they function like reach weapons (you cannot attack creatures adjacent to you with them).

You gain two wing buffet secondary natural attacks that deal 1d4 points of nonlethal damage plus half your Strength modifier. Wing buffet attacks made with your chaos roc wing attacks deal nonlethal bludgeoning damage.

Essentia: For every point of essentia you invest in your chaos roc's span, your wing attacks deal +1 point of nonlethal damage.

Chakra Bind (Shoulders)

The prismatic wings at your back coalesce into solid form, and although they still appear to extend an indefinite distance toward the horizon, there is nothing indefinite about the way they beat the air.

Your chaos roc wings deal lethal damage. In addition, whenever you successfully strike an opponent with both wings in a single round, that creature must make a Fortitude save or be dazed for 1d4 rounds by the prismatic patterns created by their movement. The dazed part of the attack is a mind-affecting effect.

Chakra Bind (Totem)

Your wings shimmer more brightly, pulsing waves of light across the feathers with even the slightest movement. At times, this rainbow seems reflected in your eyes. At times, it seems to dance forth from them to smite your foes.

At will, as a full-round action, you can project a radiant fan of colors from your outstretched wings. This 10-foot cone of colors deals 1d4 points of a randomly determined type of damage (see table), plus an additional 1d4 points of damage per point of invested essentia (Reflex half).

TITLE

1d8	Color	Damage Type
1	red	fire
2	orange	acid
3	yellow	electricity
4	green	piercing force
5	blue	cold
6	indigo	sonic
7	violet	bludgeoning force
8	multihued	roll twice*

* Ignore further results of 8, damage is not doubled.

Gravorg Tail

Descriptors: None
Classes: Totemist
Chakra: Waist (totem)
Saving Throw: None

A striped, feline tail sprouts from your back; even as it lashes the air, it seems curiously buoyant, as though unaffected by the pull of gravity.

Gravorgs (from *Monster Manual II*) are large, dungeon-dwelling monsters with the power to manipulate gravity. Totemists associate them with falling and the prevention thereof.

You gain a +4 competence bonus on Balance checks.

Essentia: Every point of essentia invested in this soulmeld increases the competence bonus it grants on Balance checks by +2.

Chakra Bind (Waist)

Your gravorg tail straightens and hovers motionlessly, suspending you in the air.

You gain the ability to *levitate* (as the spell). You can only move straight up and down at 20 feet per round, plus 10 feet per round per point of essentia invested in this soulmeld.

Chakra Bind (Totem)

A coat of gray, white, and black-striped fur spreads over your back and around your torso. This fur seems to stand on end of its own accord, occasionally shifting as though in an imperceptible wind.

You can *levitate* yourself and every other willing creature within 10 feet of you. You can only move yourself and your targets straight up and down at 20 feet per round, plus 10 feet per round per point of essentia invested in this soulmeld.

by Matthew J. Hanson • illustrated by Francis Tsai

DIVINE

THE OVERSOUL

In the beginning, there was only the Oversoul and the formless void in which it dwelt. The Oversoul did not understand the void—it did not even understand itself. It yearned to learn and experience, and thus the Oversoul segmented itself, and each fragment took on a physical form. At first, the Oversoul could only shape basic elements like rocks and water. Gradually, as the Oversoul learned more of the world it created, it formed more complex fragments—first plants, then animals—until finally it created intelligent life. Yet the Oversoul's quest to understand itself has not concluded. With each generation of life it gains new experiences to add to its collective memory.

Believers of the Oversoul tell this creation myth. Some call the Oversoul a deity, but it lacks the conventional anthropomorphic form of most deities. It offers no edicts to its followers and desires no praise. It is not worshiped as much as it is believed in. Its followers hold that all mortal souls comprise parts of the Oversoul splintered off from the whole and sent out to experience the world, allowing the Oversoul to learn more about itself. Those particularly dedicated to the path seek to emulate the Oversoul through intense self-examination and outer exploration.

Because the Oversoul does not exert direct control on its followers, variations and fringe cults espouse beliefs different than the common canon. Some claim the Oversoul applies an active—although unnoticed—role shaping events on the mortal world. Others believe that through the collective experience of life, the Oversoul will one day realize the secrets of the cosmos, and in that moment it will recreate the universe. There is even a sect—considered heretical by most followers of the Oversoul—that believes the Oversoul has grown weak by over-segmenting itself, and to remedy this situation they seek to "return souls to their source."

Typical Followers: Even though it makes no demands of its followers, clerics still draw

divine power from the Oversoul. Unlike with most deities, clerics of any alignment may venerate the Oversoul, although its clergy tends more toward good than evil and more toward law than chaos.

The overall goodness and lawfulness of the Oversoul's followers gave rise to a small brotherhood of paladins that venerates it. These paladins typically combine the quest for mental and physical perfection with the pursuit of moral perfection, and many of them began as psychic warriors before taking up the mantle of paladinhood. Psionic character classes—especially ardents, divine minds, psions, and psychic warriors—often follow the path of the Oversoul. The religion's philosophy of self-improvement appeals to monks, while wizards appreciate its desire to acquire knowledge.

Humans comprise the largest group of Oversoul followers by a huge margin, but because the Oversoul primarily operates as a philosophy, it appeals to races that normally disdain deities. Githzerai make up the second-largest racial group among worshipers, followed by half-giants, elan (from the *Expanded Psionics Handbook*), and the rest of the "common" races. Indeed, sages speculate that followers of the Oversoul were the first to discover the secret of elan transformation.

Oversoul and Other Faiths: In campaign settings where deities are demonstrably real, such as the Forgotten Realms, most believers of the Oversoul regard deities as more powerful splinters of the Oversoul. In such worlds, believers of the Oversoul often take on a conventional patron deity and do not have difficulty reconciling their beliefs. In campaign settings where the existence of the deities is more debatable, like Eberron, followers of the Oversoul typically believe other faiths create misguided but harmless intermediaries between mortals and the true divine source.

THE OVERSOUL

The Oversoul has no physical body, and it does not dwell on any single plane. Rather, it permeates all existence. When asked to describe its appearance, followers say the Oversoul looks like "serenity," "inspiration," or some other abstract concept. Its symbol is a series of concentric circles, as many circles as the area allows. The quarterstaff is the Oversoul's favored weapon. As a distant god, the Oversoul is considered neutral and has believers of all alignments.

Portfolio: Meditation, psionics, self-improvement.

Domain: Knowledge, Luck, Mind (from the *Expanded Psionics Handbook*), Strength.

Mantles (from *Complete Psionic*): Fate, Life, Knowledge, Repose.

Religious Training: Training for followers of the Oversoul often does not distinguish between character classes. A psion, a cleric, and a monk might receive religious instruction side by side.

Training begins when a master accepts a student. Some masters accept only one student in their lifetimes, while others run whole monasteries. Often, a number of masters work together, with each focusing on a different aspect of training. Once accepted, a student first learns the art of meditation and practices this art several hours each day. He then learns to seek the truth beyond the obvious and to question everything—especially himself.

Pupils also spend time perfecting their physical selves and learn the rudimentary elements of combat. The intensity of combat training varies, which accounts for differences between clerics and paladins or psions and psychic warriors.

A student's learning process is never considered complete—there simply comes a point when teacher and student agree the pupil can learn more exploring the world than he can with his mentor.

Quests: Followers of the Oversoul quest to test their limits and explore the world. The quest, not the goal, is of paramount importance.

Prayers: Believers of the Oversoul do not pray directly to their deity as followers of other faiths do. Instead, they recite mantras, either vocally or mentally, to facilitate their meditation. These mantras range from a single syllable to a dozen lines of poetry. Young believers typically repeat the mantras of their teachers, but as they experience the world they develop mantras of their own (usually integrating them with those taught by their teachers).

Temples: Temples of the Oversoul are places of learning and reflection. Their designs tend toward elegant simplicity, and they very often incorporate natural surroundings. All contain at least one large space dedicated to meditation (and many have several smaller, more intimate areas set aside for this purpose). Most larger temples also host libraries, gymnasiums, and public meeting spaces.

Rites: Birth and death, when individual souls leave or rejoin the Oversoul, mark the most important events in the lives of its followers.

While birth itself is a private event, within his first hour of life the friends and relatives of the child's parents welcome a newborn to the world. The gathered bring gifts for the child, many of which are not suitable for an infant and are saved for presentation to the child later in life.

After the death of a follower of the Oversoul, friends and relatives once again gather for the remembrance. Here the guests tell tales of the departed. Those gathered are especially encouraged to share stories with those who might have know a different side of the departed, such as an old adventuring buddy swapping stories with the departed's children. Fellow followers of the Oversoul do not mourn the loss of their companion, as they know a reunion awaits them in the future.

Herald and Allies: The Oversoul never sends a herald to the mortal world but it does answer the call for planer allies. Its allies are janni, couatls, and planetars.

Relics: Relics include *crystal masks of knowledge, third eyes of concentration,* and *torcs of power preservation.*

by Mark A. Hart • illustrated by Francis Tsai

THE ARCHER'S ART

The following feats provide the greatest benefits to fighters, rangers, rogues, and scouts who specialize in archery.

"Hitting the Bullseye," in *Dragon* #349, provides a comprehensive list of bows and crossbows.

BOW FEINT [GENERAL]

You can mislead an opponent in combat from a distance.

Prerequisites: Int 13, Point Blank Shot.

Benefit: You may feint an opponent with a ranged attack as a standard action. Your opponent must be able to see you and be within 30 feet. You must have a ranged weapon readied (and loaded, if applicable). To feint, make a Bluff check opposed by your target's Sense Motive check. The target adds his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next ranged attack you make against that target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn. When feinting in this way against a nonhumanoid opponent you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you incur a –8 penalty. Feinting against a nonintelligent creature is impossible.

Normal: Feinting involves a melee attack against the target.

Special: A fighter may select Bow Feint as one of his fighter bonus feats.

EFFICIENT PULL [GENERAL]

You can draw a composite bow with a heavier pull than you should be able to.

Prerequisites: Point Blank Shot.

Benefit: When using a composite bow with a Strength rating, treat your Strength as if it were 2 points higher.

For example, you have a 15 Strength but a composite longbow with a +3 Strength rating. With this feat, you may use that bow without taking the usual –2 penalty on attack rolls and you gain the bow's full +3 bonus on damage rolls.

Special: A fighter may select Efficient Pull as one of his fighter bonus feats.

MASTER BOWYER [GENERAL]

You craft masterwork bows and arrows with remarkable skill and speed.

Prerequisites: Craft (bowyer) 6 ranks.

Benefit: Your exceptional skill as a bowyer and fletcher allows you to fashion masterwork bows and arrows at half the normal cost and in half the normal time.

RANGED THREAT [GENERAL]

You can take advantage of a foe who drops his guard near you.

Prerequisites: Combat Reflexes, Point Blank Shot, Precise Shot, base attack bonus +6.

Benefit: When armed with a ranged weapon, you threaten every square within 15 feet. If a target in this threatened area takes an action that provokes an attack of opportunity, you may make one ranged attack at your highest attack bonus against that target. You may only use this feat once per round, and this counts as all of your attacks of opportunity for that round, even if you are normally allowed more than one.

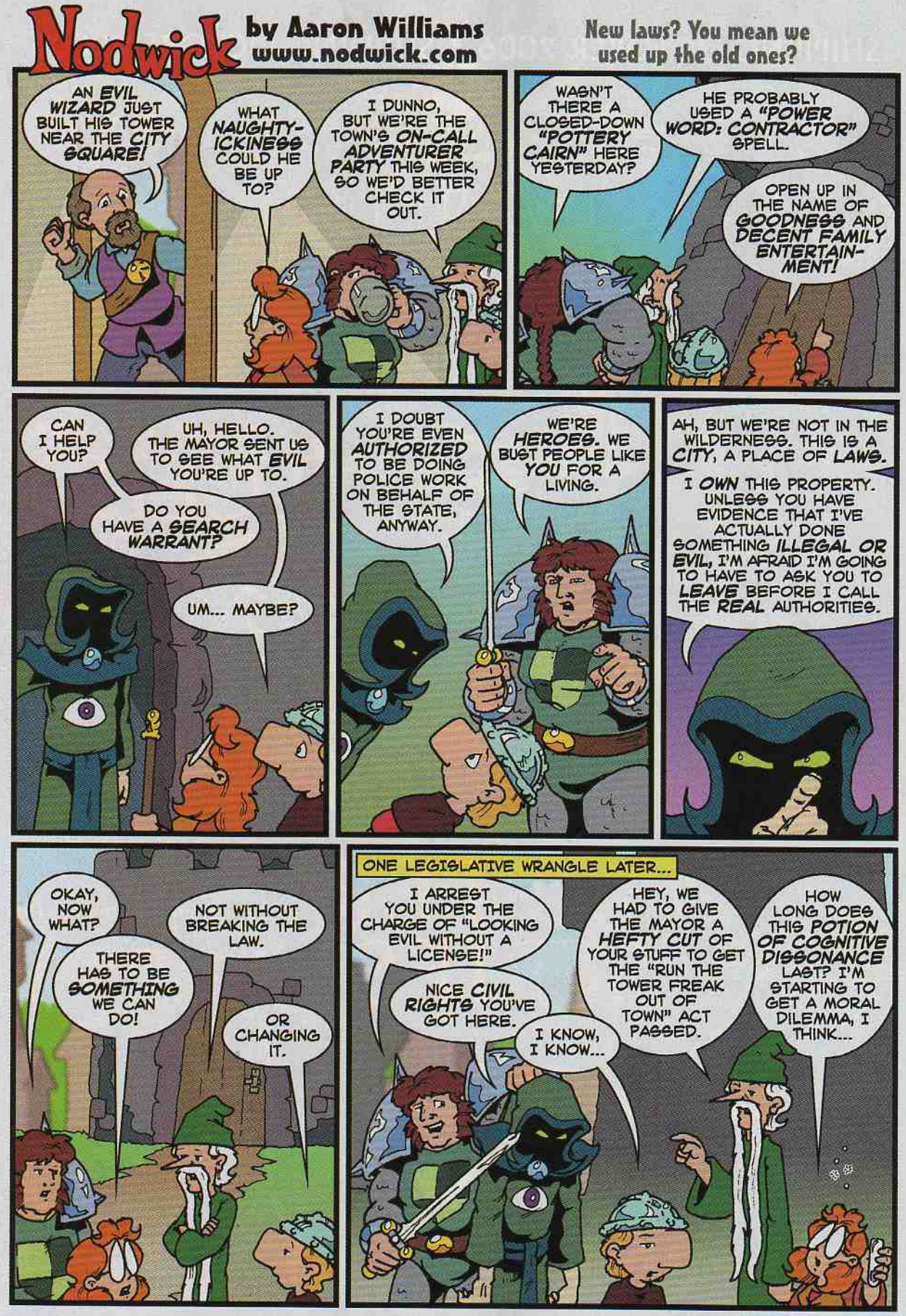
Special: A fighter may select Ranged Threat as one of his fighter bonus feats.

ARCHERY FEATS

The following list of archery-related feats includes those presented here as well as those from the *Player's Handbook* (PHB), *Player's Handbook II* (PHB2), *Complete Warrior* (CW), and *Races of the Wild* (RW).

Feat	Prerequisites	Benefit	Source
Able Sniper	Dex 13, Hide 5 ranks	+2 bonus on ranged attacks against distant flat-footed targets, +4 bonus on Hide checks after sniping attack	RW 148
Bow Feint*	Int 13, Point Blank Shot	Use Bluff to feint with a ranged attack	New
Deadeye Shot*	Point Blank Shot, Precise Shot, base attack bonus +4, skirmish	Ready action to fire, denying foe Dex bonuses to AC on your attack after ally hits foe or sneak attack ability	PHB2 78
Defensive Archery*	Point Blank Shot	+4 dodge bonus against attacks of opportunity	RW 150
Efficient Pull*	Str 11, Dex 13, Point Blank Shot	Treat your Strength as +2 for determining damage with a composite bow	New
Far Shot*	Point Blank Shot	Increase range increments by 50% or 100%	PHB 94
Improved Mounted Archery*	Ride 1 rank, Mounted Archery, Mounted Combat	Reduce or eliminate attack penalties with ranged weapon while mounted	CW 101
Improved Precise Shot*	Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11	Ignore less than total cover/concealment on ranged attacks	PHB 96
Improved Rapid Shot*	Manyshot, Point Blank Shot, Rapid Shot	Ignore –2 penalty when using Rapid Shot	CW 101
Manyshot*	Dex 17, Point Blank Shot, Rapid Shot, base attack bonus+6	Shoot two or more arrows simultaneously	PHB 97
Master Bowyer	Craft (bowyer) 6 ranks	Craft masterwork bows and arrows at half the normal time and cost required	New
Mounted Archery*	Ride 1 rank, Mounted Combat	Half penalty for ranged attacks while mounted	PHB 98
Penetrating Shot*	Str 15, Point Blank Shot, base attack bonus +10	Your ranged attack targets every foe in 60-ft. line	PHB2 81
Plunging Shot	Dex 13, Point Blank Shot	Deal an additional 1d6 points of damage against targets at least 30 feet below you	RW 152
Point Blank Shot*	—	+1 bonus on ranged attack and damage within 30 ft.	PHB 98
Precise Shot*	Point Blank Shot	No –4 penalty for shooting into melee	PHB 98
Ranged Disarm*	Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to disarm foe within 30 feet	CW 103
Ranged Pin*	Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5	Use ranged weapon to grapple foe within 30 feet	CW 104
Ranged Sunder*	Str 13, Point Blank Shot, Precise Shot, Ranged Pin, base attack bonus +5	Use ranged weapon to sunder foe's weapon at reduced damage penalty	CW 104
Ranged Threat*	Dex 13, Dodge, Mobility, Point Blank Shot, Shot on the Run, Tumble 12 ranks, base attack bonus +6	You threaten all targets within 15 ft. with your ranged weapon	New
Ranged Weapon Mastery*	Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8	Gain Weapon Focus, Weapon Specialization benefits with multiple weapons	PHB2 82
Rapid Shot*	Dex 13, Point Blank Shot	One extra ranged attack each round	PHB 99
Sharp-Shooting*	Point Blank Shot, Precise Shot, base attack bonus +3	Halve opponent's cover bonus	CW 105
Shot on the Run*	Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus+4	Move before and after ranged attack	PHB 100
Woodland Archer*	Point Blank Shot, base attack bonus +6	See feat description (tactical feat)	RW 154
Zen Archery	Wis 13, base attack bonus +1	Use Wis instead of Dex for ranged attacks	CW 106

* A fighter may gain this feat as a fighter bonus feat.


Nodwick
by Aaron Williams
www.nodwick.com
New laws? You mean we used up the old ones?
AN EVIL WIZARD JUST BUILT HIS TOWER NEAR THE CITY SQUARE!
WHAT NAUGHTY-ICKINESS COULD HE BE UP TO?
I DUNNO, BUT WE'RE THE TOWN'S ON-CALL ADVENTURER PARTY THIS WEEK, SO WE'D BETTER CHECK IT OUT.
WASN'T THERE A CLOSED-DOWN "POTTERY CAIRN" HERE YESTERDAY?
HE PROBABLY USED A "POWER WORD: CONTRACTOR" SPELL.
OPEN UP IN THE NAME OF GOODNESS AND DECENT FAMILY ENTERTAIN-MENT!
CAN I HELP YOU?
UH, HELLO. THE MAYOR SENT US TO SEE WHAT EVIL YOU'RE UP TO.
DO YOU HAVE A SEARCH WARRANT?
UM... MAYBE?
I DOUBT YOU'RE EVEN AUTHORIZED TO BE DOING POLICE WORK ON BEHALF OF THE STATE, ANYWAY.
WE'RE HEROES. WE BUST PEOPLE LIKE YOU FOR A LIVING.
AH, BUT WE'RE NOT IN THE WILDERNESS. THIS IS A CITY, A PLACE OF LAWS.
I OWN THIS PROPERTY. UNLESS YOU HAVE EVIDENCE THAT I'VE ACTUALLY DONE SOMETHING ILLEGAL OR EVIL, I'M AFRAID I'M GOING TO HAVE TO ASK YOU TO LEAVE BEFORE I CALL THE REAL AUTHORITIES.
OKAY, NOW WHAT?
NOT WITHOUT BREAKING THE LAW.
THERE HAS TO BE SOMETHING WE CAN DO!
OR CHANGING IT.
ONE LEGISLATIVE WRANGLE LATER...
I ARREST YOU UNDER THE CHARGE OF "LOOKING EVIL WITHOUT A LICENSE!"
NICE CIVIL RIGHTS YOU'VE GOT HERE.
I KNOW, I KNOW...
HEY, WE HAD TO GIVE THE MAYOR A HEFTY CUT OF YOUR STUFF TO GET THE "RUN THE TOWER FREAK OUT OF TOWN" ACT PASSED.
HOW LONG DOES THIS POTION OF COGNITIVE DISSONANCE LAST? I'M STARTING TO GET A MORAL DILEMMA, I THINK...

DORK TOWER®
BY JOHN KOVALIC
DO YOU EVER HAVE A HARD TIME FIGURING OUT WHAT TO GIVE PEOPLE FOR CHRISTMAS, IGOR?
NOT REALLY. I ALWAYS GIVE THE GIFT OF GAMING!
"GIVE THE GIFT OF GAMING"?
I'M BUYING APPROPRIATE GAMES FOR MY NON-GAMER FRIENDS AND FAMILY. IT'S A GREAT WAY TO SPREAD THE JOY THAT GAMES BRING!
THERE ARE TONS OF COOL GAMES AVAILABLE THAT EVEN NON-GAMERS CAN APPRECIATE AND ENJOY. EVERYTHING FROM APPLES TO APPLES TO ZOMBIES, THERE'S SOMETHING FOR EVERYONE OUT THERE!
REALLY?
OH MY, YES! MY COUSINS LOVED IT WHEN I GAVE THEM CARCASSONNE AND SETTLERS OF CATAN LAST YEAR, WHILE I INTRODUCED MY NEPHEW TO ROLEPLAYING!
IF YOU CAN PLAY TABOO, YOU CAN PLAY TICKET TO RIDE OR TSURO. IF THEY LIKE BRIDGE OR POKER, THEY'LL LOVE THE GREAT DALMUTI!
YOU CAN SUPPORT SMALL GAME STORES AND GREAT GAME COMPANIES, AS WELL AS GET MORE PEOPLE INTO THE BEST GAMES ON THE PLANET, AND ALL THE WHILE YOU'RE BECOMING A GOOD-WILL AMBASSADOR FOR THE HOBBY OF GAMING! IT'S A WIN-WIN SITUATION!
PLEASE TELL ME YOUR NEXT WORDS WON'T BE "PLAY IT FORWARD..."
...AND ON THE OFF-CHANCE THEY DON'T LIKE THEM, YOU MIGHT GET THEM BACK. WHICH IS WHY I'M GIVING MY GREAT AUNT MAVIS THE WARHAMSTER "BUXOM BLOOD VIXENS OF PLANET EVIL" SOURCEBOOK...
KOVALIC

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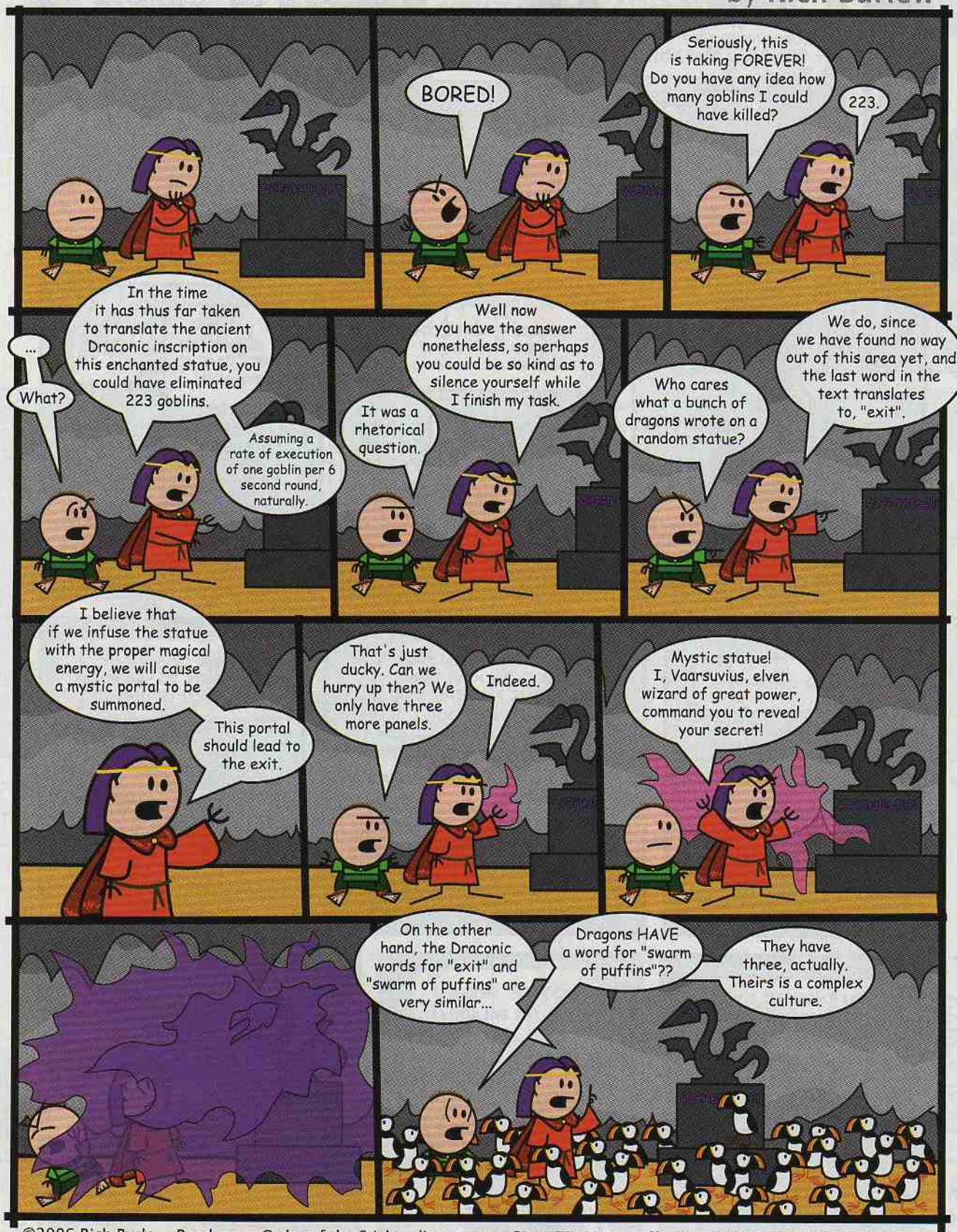
HTTP://WWW.LIVEJOURNAL.COM/USERS/MUSKRAT_JOHN

ZOGONIA
DINDIL, I SPOKE WITH PALADIN GOODHEART LAST NIGHT AND HE CONVINCED ME I SHOULD BECOME A PALADIN!!
YOU'RE GOING TO BEHEAD A PALADIN?
I SAID "BECOME" A PALADIN.
WEIRD.... YOU MUST BE SAYING "BEHEAD," BUT IT SOUNDS LIKE "BECOME."
DINDIL TELLS ME THAT YOU INTEND TO BEHEAD A PALADIN.
NO, I'M GOING TO BECOME A PALADIN.
OH.
NORMAL OR ANTI-?
DO NOT GO DOWN THE PATH OF EVIL, KEV! DENY YOUR TRUE NATURE, LIKE YOU ALWAYS DO!
...OCCASIONALLY.
PALADIN GOODHEART, I AM READY TO BEGIN MY PALADIN TRAINING!
YOU THOUGHT I WAS SERIOUS? HAHAHA! THAT'S HYSTERICAL!
HO HO! HEEHEE! KEV THE PALADIN! HEE!...HEEEHEE...
TONY MOSELEY © 2006 WWW.ZOGONIA.COM

The Order of the Stick™

by Rich Burlew


BORED!
Seriously, this is taking FOREVER! Do you have any idea how many goblins I could have killed?
223.
...
What?
In the time it has thus far taken to translate the ancient Draconic inscription on this enchanted statue, you could have eliminated 223 goblins.
Assuming a rate of execution of one goblin per 6 second round, naturally.
It was a rhetorical question.
Well now you have the answer nonetheless, so perhaps you could be so kind as to silence yourself while I finish my task.
Who cares what a bunch of dragons wrote on a random statue?
We do, since we have found no way out of this area yet, and the last word in the text translates to, "exit".
I believe that if we infuse the statue with the proper magical energy, we will cause a mystic portal to be summoned.
This portal should lead to the exit.
That's just ducky. Can we hurry up then? We only have three more panels.
Indeed.
Mystic statue! I, Vaarsuvius, elven wizard of great power, command you to reveal your secret!
On the other hand, the Draconic words for "exit" and "swarm of puffins" are very similar...
Dragons HAVE a word for "swarm of puffins"??
They have three, actually. Theirs is a complex culture.

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